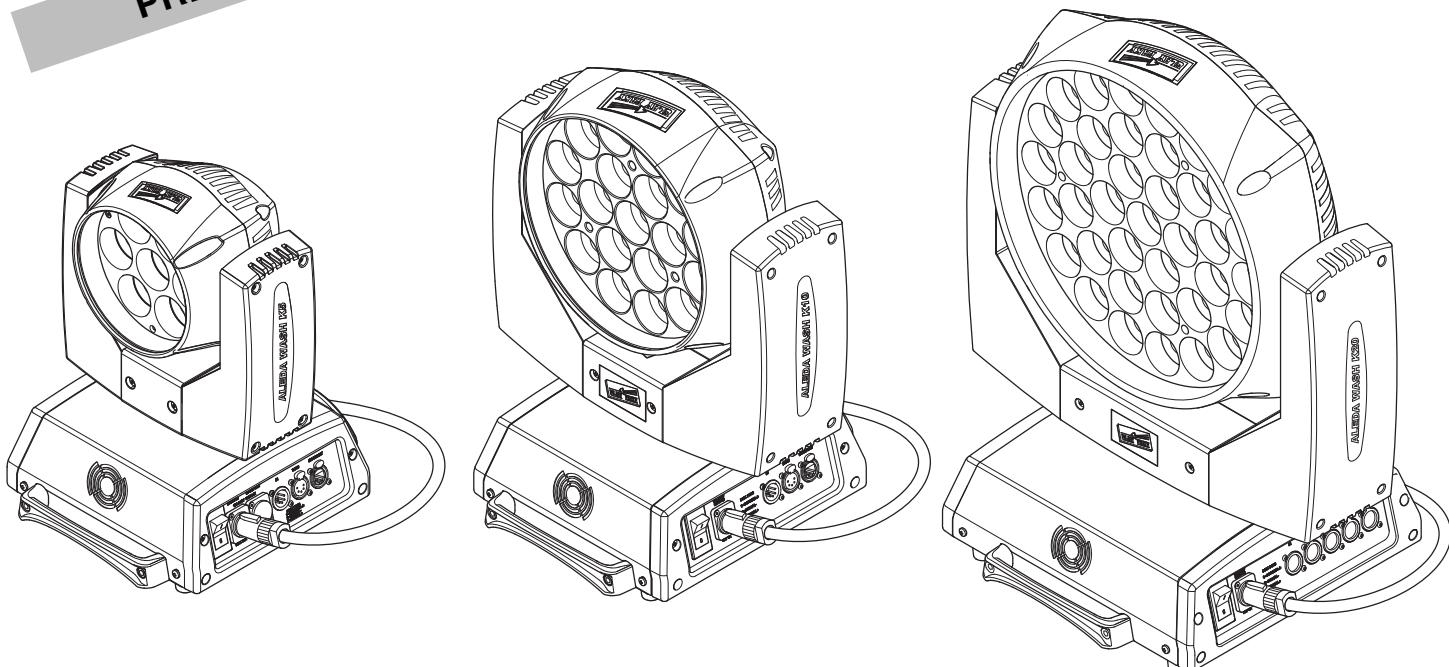




INSTRUCTION MANUAL

PRELIMINARY



INDEX

Page	Contents
2	Safety information
3	Unpacking and preparation
4	Installation and start-up
5	Control panel
7	Menu setting
14	Maintenance
16	Optional accessories
19	Technical information
19	Cause and solution of problems
20	Channel functions

Congratulations on choosing a Clay Paky product!

We thank you for your custom.

Please note that this product, as all the others in the rich Clay Paky range, has been designed and made with total quality to ensure excellent performance and best meet your expectations and requirements.

Carefully read this instruction manual in its entirety and keep it safe for future reference. It is essential to know the information and comply with the instructions given in this manual to ensure the fitting is installed, used and serviced correctly and safely.

CLAY PAKY S.p.A. disclaims all liability for damage to the fitting or to other property or persons deriving from installation, use and maintenance that have not been carried out in conformity with this instruction manual, which must always accompany the fitting.

CLAY PAKY S.p.A. reserves the right to modify the characteristics stated in this instruction manual at any time and without prior notice.

SAFETY INFORMATION

• Installation

Make sure all parts for fixing the projector are in a good state of repair.

Make sure the point of anchorage is stable before positioning the projector.

The safety chain must be properly hooked onto the fitting and secured to the framework, so that, if the primary support system fails, the fitting falls as little as possible.

If the safety chain gets used, it needs to be replaced with a genuine spare.

• Minimum distance of illuminated objects

The projector needs to be positioned so that the objects hit by the beam of light are at least 0.20 metres (8") from the lens of the projector.

• Minimum distance from flammable materials

The projector must be positioned so that any flammable materials are at least 0.20 metres (8") from every point on the surface of the fitting.

• Mounting surfaces

It is permissible to mount the fitting on normally flammable surfaces.

• Maximum ambient temperature

Do not operate the fixture if the ambient temperature (Ta) exceeds 40° C (104° F).

• IP20 protection rating

The fitting is protected against penetration by solid bodies of over 12mm (0.47") in diameter (first digit 2), but not against dripping water, rain, splashes or jets of water (second digit 0).

• Protection against electrical shock

Connection must be made to a power supply system fitted with efficient earthing (**Class I** appliance according to standard EN 60598-1).

It is, moreover, recommended to protect the supply lines of the projectors from indirect contact and/or shorting to earth by using appropriately sized residual current devices.

• Connection to mains supply

Connection to the electricity mains must be carried out by a qualified electrical installer.

Check that the mains frequency and voltage correspond to those for which the projector is designed as given on the electrical data label.

This label also gives the input power to which you need to refer to evaluate the maximum number of fittings to connect to the electricity line, in order to avoid overloading.

• Temperature of the external surface

The maximum temperature that can be reached on the external surface of the fitting, in a thermally steady state, is 90°C (194°F).

• Maintenance

Before starting any maintenance work or cleaning the projector, cut off power from the mains supply.

• Battery

This product contains a rechargeable lead-acid battery. To preserve the environment, please dispose the battery at the end of its life according to the regulation in force. Instructions on how to remove the battery from the product are available on www.claypaky.it

LED  0.2...m 



t_a 40°C

IP20



t_c 90°C

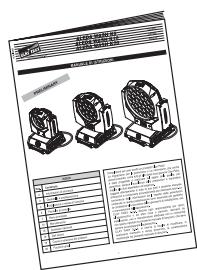


The products referred to in this manual conform to the European Community Directives to which they are subject:

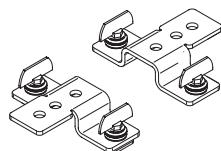
- Low Voltage 2006/95/CE
- Electromagnetic Compatibility 2004/108/CE

UNPACKING AND PREPARATION

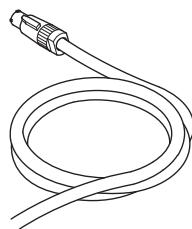
1



IST004/001

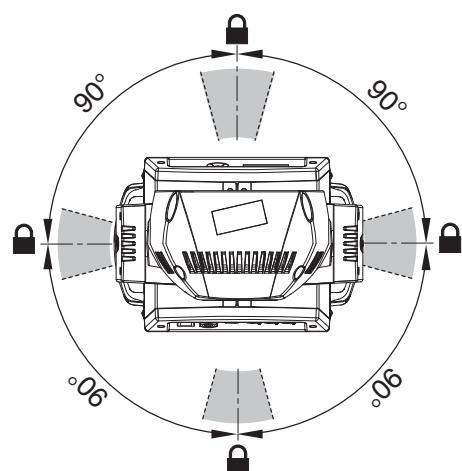
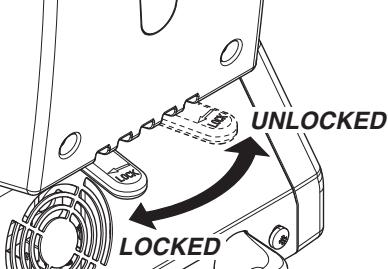


2 x 183102/802



Packing contents - Fig. 1

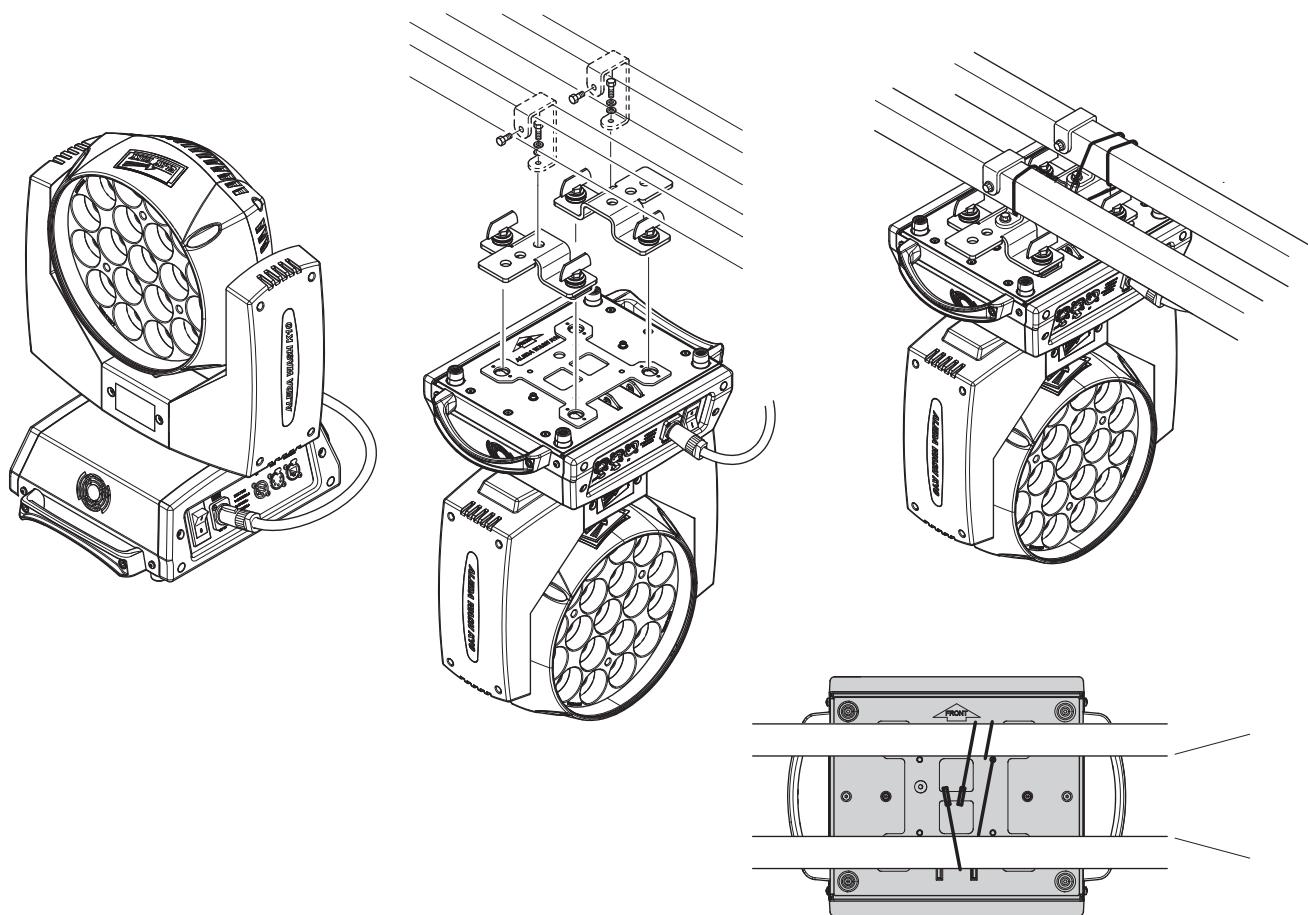
2



PAN Mechanism Lock and Release (every 90°) - Fig. 2

INSTALLATION AND START-UP

3

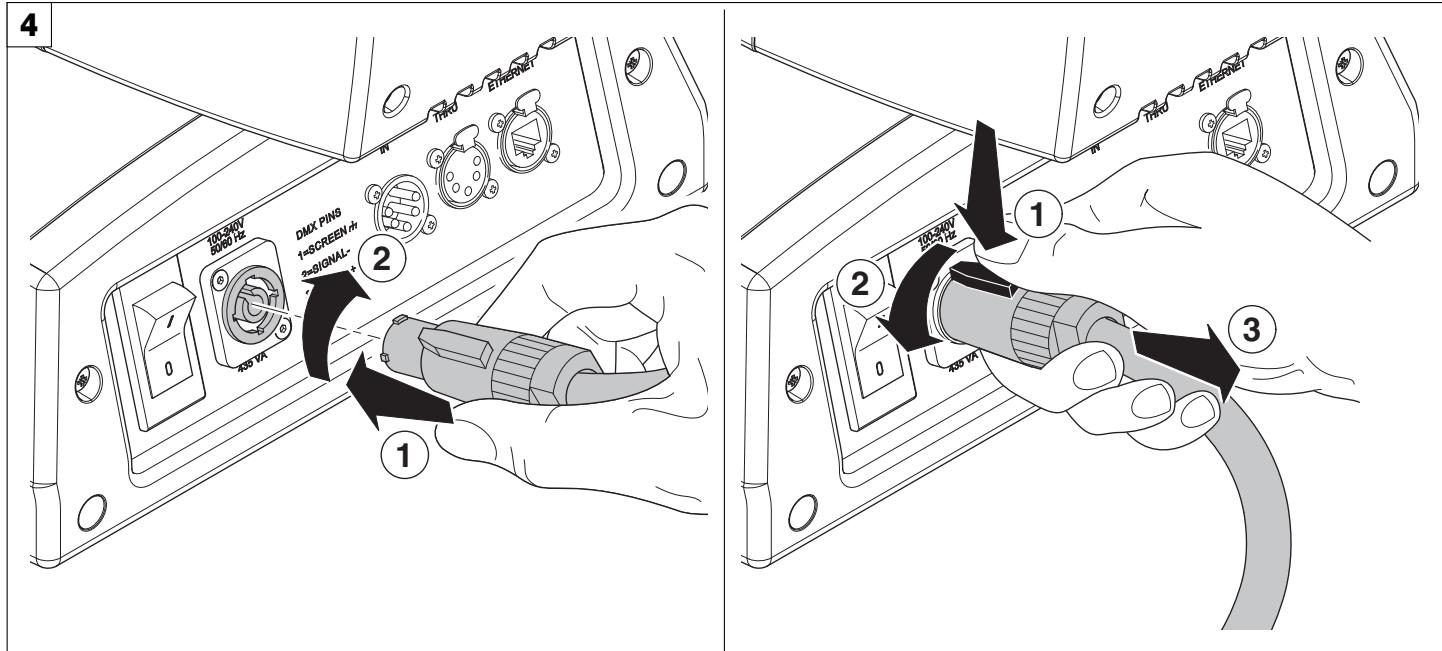


Installing the projector - Fig. 3

The projector can be installed on the floor resting on special rubber feet, on a truss or on the ceiling or wall.

WARNING: *with the exception of when the projector is positioned on the floor, the safety cable must be fitted. (Cod. 105041/003 available on request). This must be securely fixed to the support structure of the projector and then connected to the fixing point at the centre of the base.*

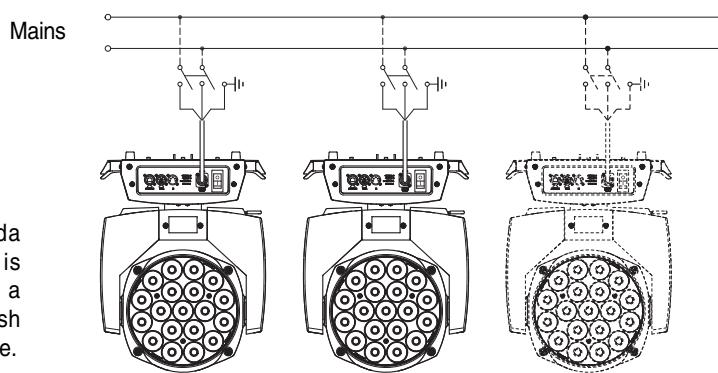
4



Connecting and disconnecting power cable - Fig. 4

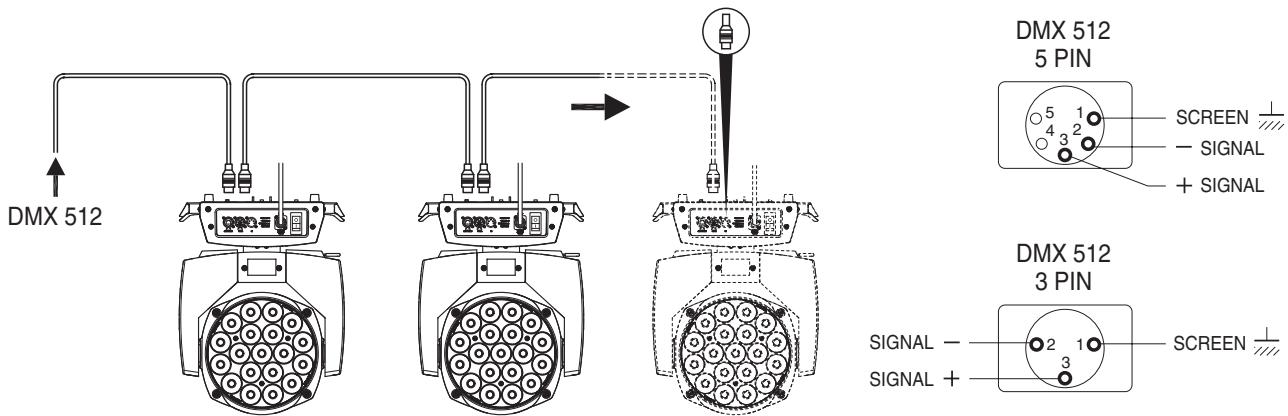
CONTROL PANEL

5



Connecting to the mains supply - Fig. 5

6

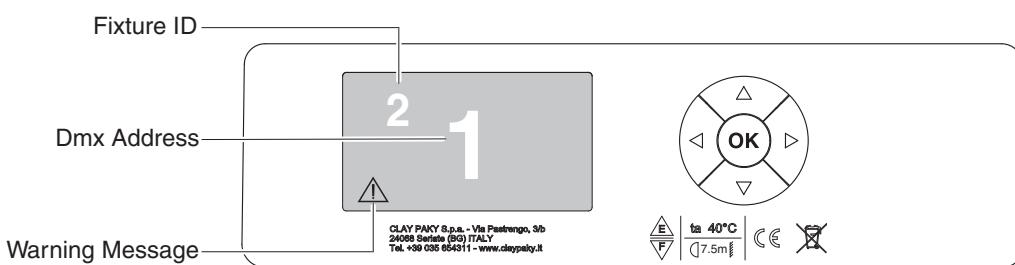


Connecting to the control signal line (DMX) - Fig. 6

Use a cable conforming to specifications EIA RS-485: 2-pole twisted, shielded, 120Ohm characteristic impedance, 22-24 AWG, low capacity. Do not use microphone cable or other cable with characteristics differing from those specified. The end connections must be made using XLR type 3 or 5-pin male/female connectors. A terminating plug must be inserted into the last projector with a resistance of 120Ohm (minimum 1/4 W) between terminals 2 and 3.

IMPORTANT: The wires must not make contact with each other or with the metal casing of the connectors. The casing itself must be connected to the shield braid and to pin 1 of the connectors.

7



Switching on the projector - Fig. 7

Press the switch. The projector starts resetting the effects. At the same time, the following information scrolls on the display:



Model
A.leda Wash

Firmware
Version X.X.X
Date - Hour

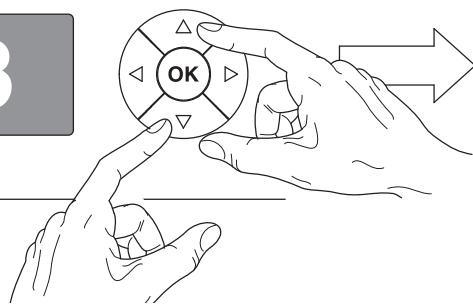
xxx (Fixture ID)
Dmx Address xxx

System errors
E:
W:

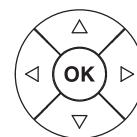
On conclusion of resetting in case of absence of the dmx signal, Pan and Tilt move to the "Home" position (Pan 50% - Tilt 50%). The control panel (Fig. 7) has a display and buttons for the complete programming and management of the projector menu. The display can be in one of two conditions: rest status and setting status. When it is in the rest status, the display shows the projector's DMX address and the Fixture ID address (if set).

During menu setting status, after a wait time (about 30 seconds) without any key having been pressed, the display automatically returns to rest status. It should be noted than when this condition occurs, any possible value that has been modified but not yet confirmed with the **OK** key will be cancelled.

28



28



Reversal of the display - Fig. 8

To activate this function, press UP and DOWN keys simultaneously while the display is in the rest mode. This status will be memorised and maintained even for the next time it will be switched on. To return to the initial state, repeat the operation all over again.

Setting the projector starting address

On each projector, the starting address must be set for the control signal (addresses from 1 to 512).

The address can also be set with the projector switched off.

Setting the address: see pag. 8.

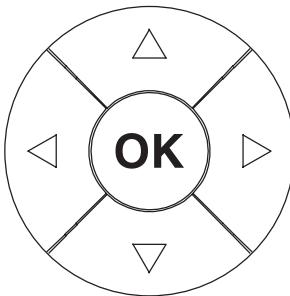
Setting the projector Fixture ID

On each projector, the Fixture ID address must be set for an easy identification of the fixtures in an installation (ID from 1 to 255).

The Fixture ID address can be set with the projector switched off.

Setting the Fixture ID: see pag. 8.

Functions of the buttons - Using the menu



Confirms the displayed value, or activates the displayed function, or enters the successive menu.



Decreases the value displayed (with auto-repetitions) or passes to the next item in the menu.



Increases the value displayed (with auto-repetitions) or passes to the previous item in a menu.



Return to the top level.



Commute from units, tens, hundreds, in the "Address", "Fixture ID" and "Calibration" menu.

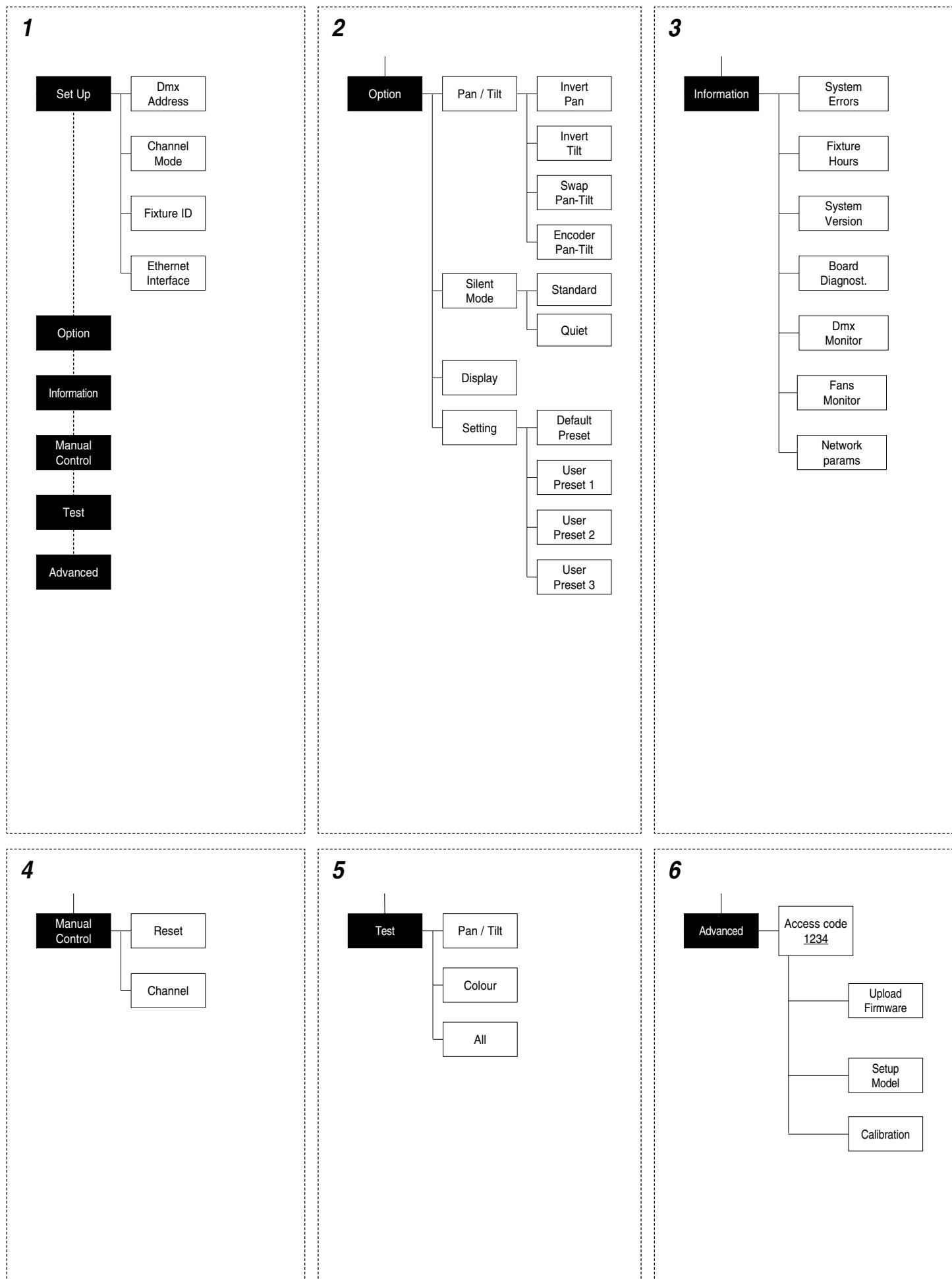
USING THE MENU:

- 1) Press once – “Main Menu” appears on the display.
- 2) Use the UP and DOWN keys to select the menu to be used:
 - Setup (Setup Menu): To set the setting options.
 - Option (Option Menu): To set the operating options
 - Informations (Informations Menu): To read the counters, software version and other information.
 - Manual Control (Manual control Menu): To trigger the test and manual control functions.
 - Test (Test Menu): To check the proper functioning of effects
 - Advanced (Advanced Menu): Access to the “Advanced menu” is recommended for a trained technical personnel.
- To enable the “Advanced” see pag.13
- 3) Press to display the first item in the selected menu.
- 4) Use the UP and DOWN keys to select the MENU items.

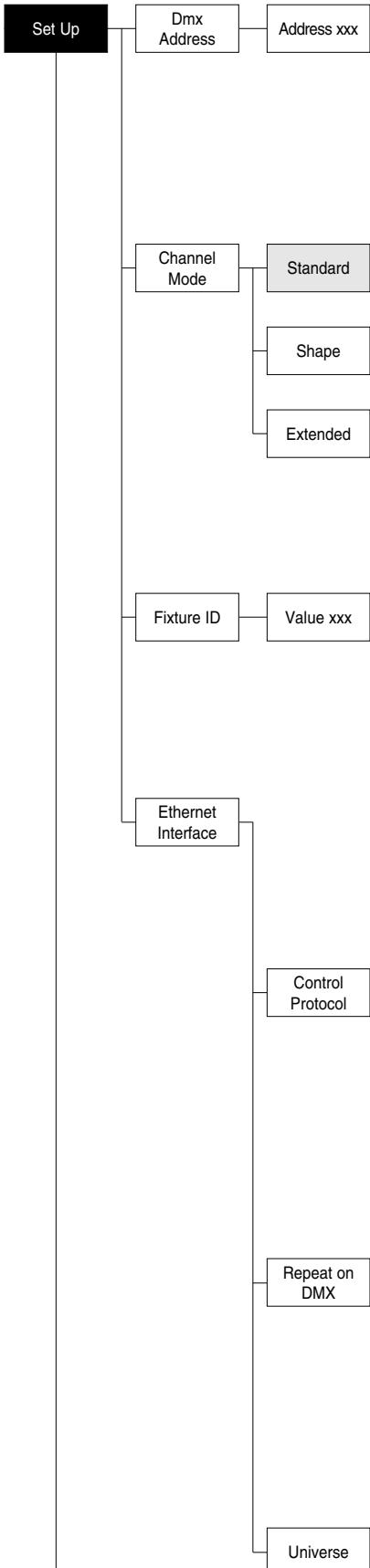
Setting addresses and options with the projector disconnected

The projector's DMX address, as well as other possible operating options, can also be set when the appliance is disconnected from the electricity supply. All that is needed is to press to momentarily activate the display and thus access the settings. Once the required operations have been carried out, the display will switch off again after a wait time of 30 seconds.

MENU SETTING



NOTE: On grey the default options



SET UP MENU

DMX ADDRESS

NOTE: without the DMX signal the Address (XXX) flashing

Allows you to select the DMX ADDRESS.

- 1) Press **OK** - the current DMX Adress appear on the display.
- 2) Use the UP **▲** and DOWN **▼**, RIGHT **▶** keys to plan the DMX Address.
- 3) Press **OK** to confirm the selection or LEFT **◀** to keep current settings.

CHANNEL MODE

Allows you to select a channel arrangement from the two available.

- 1) Press **OK** - the current settings appear on the display (Standard or Vector).
- 2) Use the UP **▲** and DOWN **▼** keys to select one of the following settings:
 - Standard
 - Shape
 - Extended
- 3) Press **OK** to confirm the selection or LEFT **◀** to keep current settings.

FIXTURE ID

Allows you to select the FIXTURE ID.

- 1) Press **OK** - the current Fixture ID appear on the display.
- 2) Use the UP **▲**, DOWN **▼**, RIGHT **▶** keys to plan the Fixture ID.
- 3) Press **OK** to confirm the selection or LEFT **◀** to keep current settings.

ETHERNET INTERFACE

It lets you set the Ethernet settings to be attributed to the projector.

- 1) Premere **OK**.
- 2) Use the UP **▲** and DOWN **▼** keys to select the "Ethernet Interface" options to set:

Control Protocol

It lets you select the "Control Protocol" Art-net to assign according to the control unit used:

- 1) Press **OK** the current setting appears on the display.
- 2) Use the UP **▲** and DOWN **▼** keys to select one of the following settings:
 - Disabled
 - Art-net on IP 2
 - Art-net on IP 10
- 3) Press **OK** to confirm the selection or LEFT **◀** to keep the current setting.

Repeat on DMX

It lets you enable the transmission of the Ethernet protocol by DMX signal to all the connected projectors.

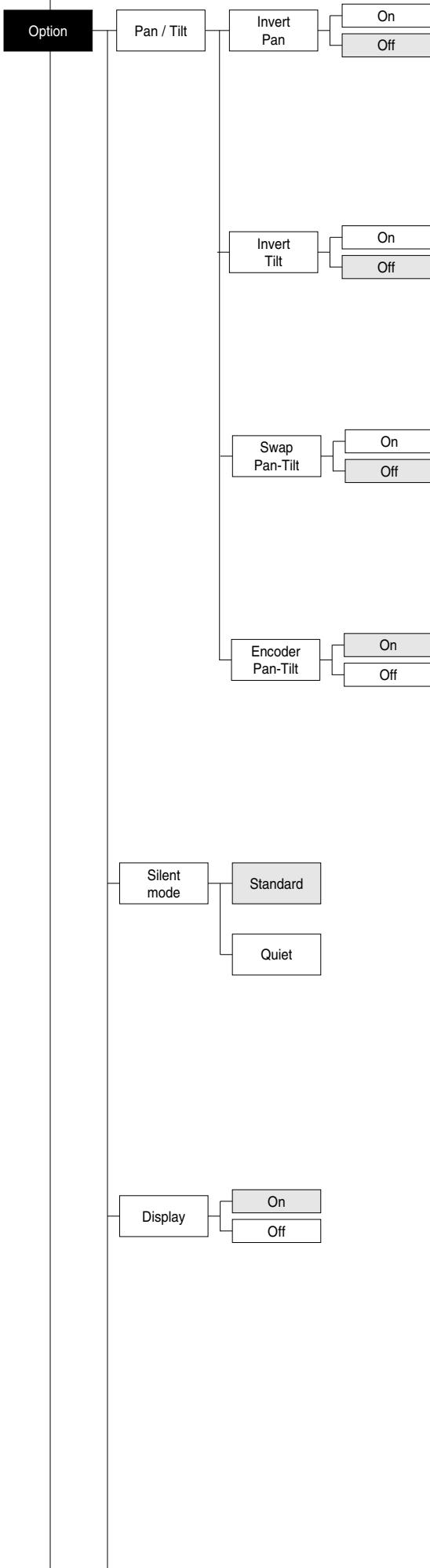
- 1) Press **OK** the current setting appears on the display.
- 2) Use the UP **▲** and DOWN **▼** keys to select one of the following settings:
 - **Disabled:** DMX transmission disabled.
 - **Enabled on primary:** DMX transmission enabled.
- 3) Press **OK** to confirm the selection or LEFT **◀** to keep the current setting.

Universe

It lets you assign the "Universe" number to be assigned to a series of projectors.

- 1) Press **OK** – the current Universe address appears on the display.
- 2) Use the UP **▲**, DOWN **▼**, RIGHT **▶** keys to set the Universe address.
- 3) Press **OK** to confirm the selection or LEFT **◀** to keep the current setting.

OPTIONS MENU



PAN / TILT

Invert pan

Used for reversing Pan movement.

- 1) Press **OK** - the current settings appear on the display (On or Off).
- 2) Use the UP **▲** and DOWN **▼** keys to enable (On) or disable (Off) PAN inversion.
- 3) Press **OK** to confirm the selection or LEFT **◀** to keep current settings.

Invert tilt

Used for reversing tilt movement.

- 1) Press **OK** - the current settings appear on the display (On or Off).
- 2) Use the UP **▲** and DOWN **▼** keys to enable (On) or disable (Off) Tilt inversion.
- 3) Press **OK** to confirm the selection or LEFT **◀** to keep current settings.

Swap Pan-Tilt

Used for swapping Pan and Tilt channels (as well as Pan fine and Tilt fine).

- 1) Press **OK** - the current settings appear on the display (On or Off).
- 2) Use the UP **▲** and DOWN **▼** keys to enable (On) or disable (Off) Pan and Tilt channel swap.
- 3) Press **OK** to confirm the selection or LEFT **◀** to keep current settings.

Encoder Pan-Tilt

Used for enabling the Pan / Tilt encoders.

- 1) Press **OK** - the current settings appear on the display (On or Off).
- 2) Use the UP **▲** and DOWN **▼** keys to enable (On) or disable (Off) Pan / Tilt encoders.
- 3) Press **OK** to confirm the selection or LEFT **◀** to keep current settings.

SILENT MODE

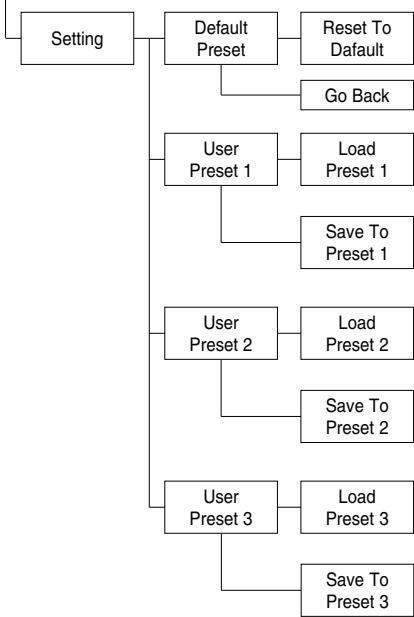
It lets you select the "Silent Mode" from the two available.

- 1) Press **OK** the current setting appears on the display.
- 2) Use the UP **▲** and DOWN **▼** keys to select one of the following settings:
Standard: Maximum speed and consequently maximum effects noise level.
Quiet: reduces the speed of some effects, thereby reducing their noise level.
- 3) Press **OK** to confirm the selection or LEFT **◀** to keep the current setting.

DISPLAY

Used for automatically reduce brightness on the display after about 30 seconds in idle.

- 1) Press **OK** - the current settings appear on the display (On or Off).
- 2) Use the UP **▲** and DOWN **▼** keys to enable (On) or disable (Off) the decreasing of display brightness.
- 3) Press **OK** to confirm the selection or LEFT **◀** to keep current settings.



SETTING

Used to save 3 different settings of the items in the options menu and relative submenus.

- 1) Press **OK** - "Default preset" appears on the display.
- 2) Use the UP **▲** and DOWN **▼** keys to select one of the following configurations:
 - Default preset (*)
 - User preset 1
 - User preset 2
 - User Preset 3
- 3) Press **OK** - "Load preset X" appears on the display.
- 4) Use the UP **▲** and DOWN **▼** keys to select:
 - Load preset X to recall a previously stored configuration.
 - Save to preset X to store the current configuration.
 a confirmation message (Are you sure?) appears on the display.
- 5) Select YES to confirm the selection or NO to keep the current setting and return to the next higher level.

(*) DEFAULT PRESET

Used for restoring default values on all options menu items and relevant submenus.

- 1) Press **OK**, a confirmation message (Are you sure?) appears on the display.
- 2) Select YES to confirm the selection or NO to keep current setting.

OPTION	DEFAULT
Invert Pan	Off
Invert Tilt	Off
Swap Pan-Tilt	Off
Encoder Pan-Tilt	On
Display	On

INFORMATION MENU

SYSTEM ERRORS

Shows a list of warnings and messages relevant to errors occurred since the fixtures switching-on.

- 1) Pressing **OK** you are allowed to reset the SYSTEM ERRORS list.
A confirmation message (Are you sure you want to clear error list ?) appears on the display.
- 2) Select YES to reset the list or NO to go back.

Fixture Hours

Used for displaying projector operating hours (total and partial).

- 1) Press **OK** - Hours total and partial appears on the display.

Total counter

Counts the number of projector working life hours (from manufacture to date).

Partial counter

Counts the number of partial projector working life hours since the last reset to date.

- 2) Press **OK** to reset partial projector working hours a confirmation message (Are you sure?) appears on the display.
- 3) Select YES to reset partial projectors counter or NO to keep the current setting and return to the top menu level.

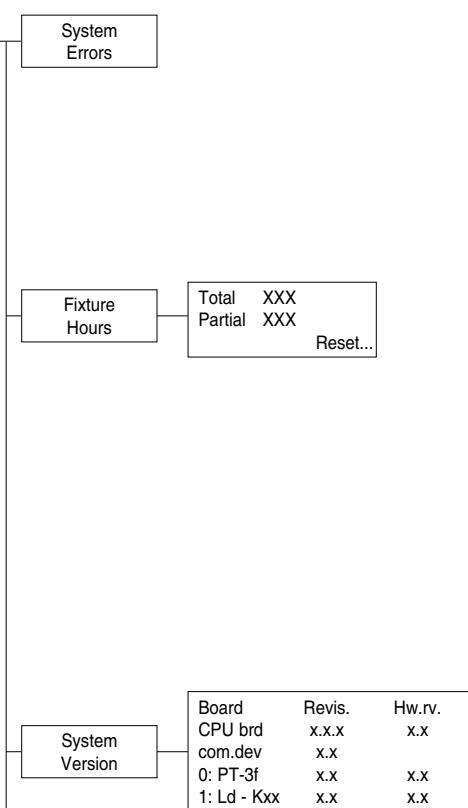
SYSTEM VERSION

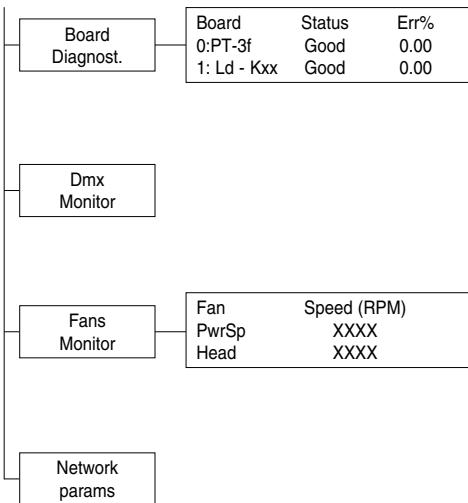
Used for displaying the software and hardware version of each board installed in the projector.

CPU brd (CPU board)

0: PT-3f (Scheda Pan / Tilt)

1: Ld - Kxx (Scheda LED)





BOARD DIAGNOSTIC

Used for displaying the status error of each board installed in the projector:

0: PT-3f (Scheda Pan / Tilt)

1: Ld - Kxx (Scheda LED)

DMX MONITOR

Used for displaying the projector DMX channel level in bit (Val) and in percentage (Perc).

FANS MONITOR

Used for displaying the speed of each fan installed in the projector:

PwrSp (fan PSU)

Head (fan head)

NETWORK PARAMS

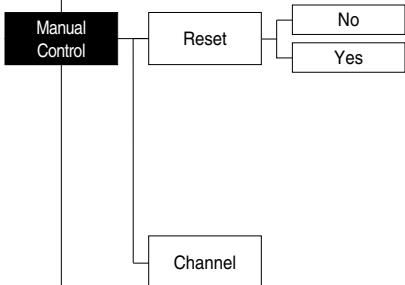
Allows the "Network" parameters of the projector to be displayed or:

IP address: Internet Protocol address (two projectors must not have the same IP address)

IP mask: 255.0.0.0

Mac address: Media Access Control: the projector's Ethernet Address

MANUAL CONTROL



RESET

Used for resetting the projector.

- 1) Press **OK** to reset the projectors, a confirmation message (Are you sure ?) appears on the display.
- 2) Select YES to starting reset the fixture or NO to keep the current setting and return to the top menu level.

CHANNEL

Used for setting channel levels from the projector control panel.

- 1) Press **OK** - the first channel appears on the display.
- 2) Use the UP **▲** and DOWN **▼** keys to select the required channel:
- 3) Press **OK** and use the UP **▲** and DOWN **▼** keys to select the required DMX level (value between 0 and 255).
- 4) Press LEFT **◀** to return to the top menu level.

TEST MENU



TEST

Allows you to check the proper functioning of effects.

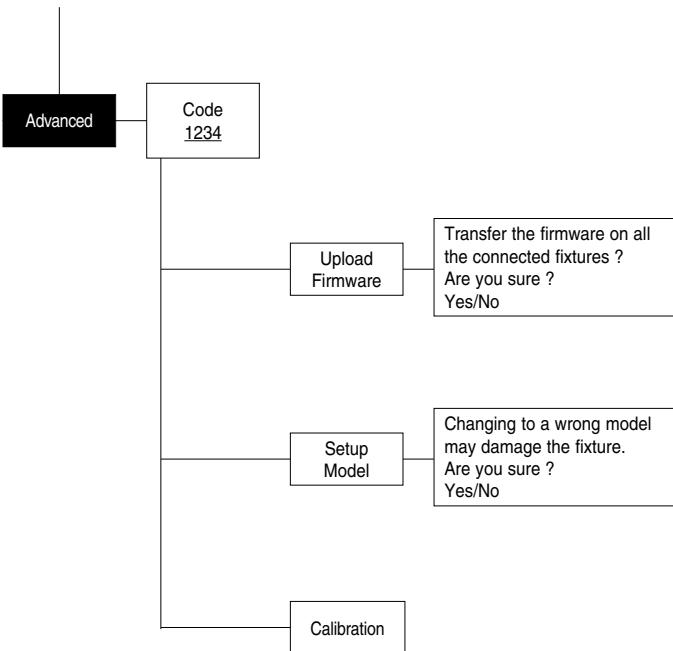
- 1) Press **OK** to return to the top menu level.
- 2) Use the UP **▲** and DOWN **▼** keys to select the required test.
- 3) Press **OK** to confirm the selection or LEFT **◀** to keep current settings.

Test sequence:

Pan - Tilt effects (Pan & Tilt)

Colour effects (CMY / CTO / Colour wheel)

All effects



ADVANCED MENU

To enable the "Advanced Menu" set up the "Access code" (1234) using the UP , DOWN , RIGHT keys.
Press - "Menu advanced" appears on the display

UP LOAD FIRMWARE

Allows you to transfer the firmware from 1 fixture to all the connected fixtures.

- 1) Press , a confirmation message appears on the display.
- 2) Select YES to start the firmware loading or NO to keep the current setting and return to the top menu level

SETUP MODEL

Allows you to change the default model of projector.

- 1) Press a confirmation message appears on the display.
- 2) Select YES to define the model of projector or NO to keep the current setting and return to the top menu level.

CALIBRATION

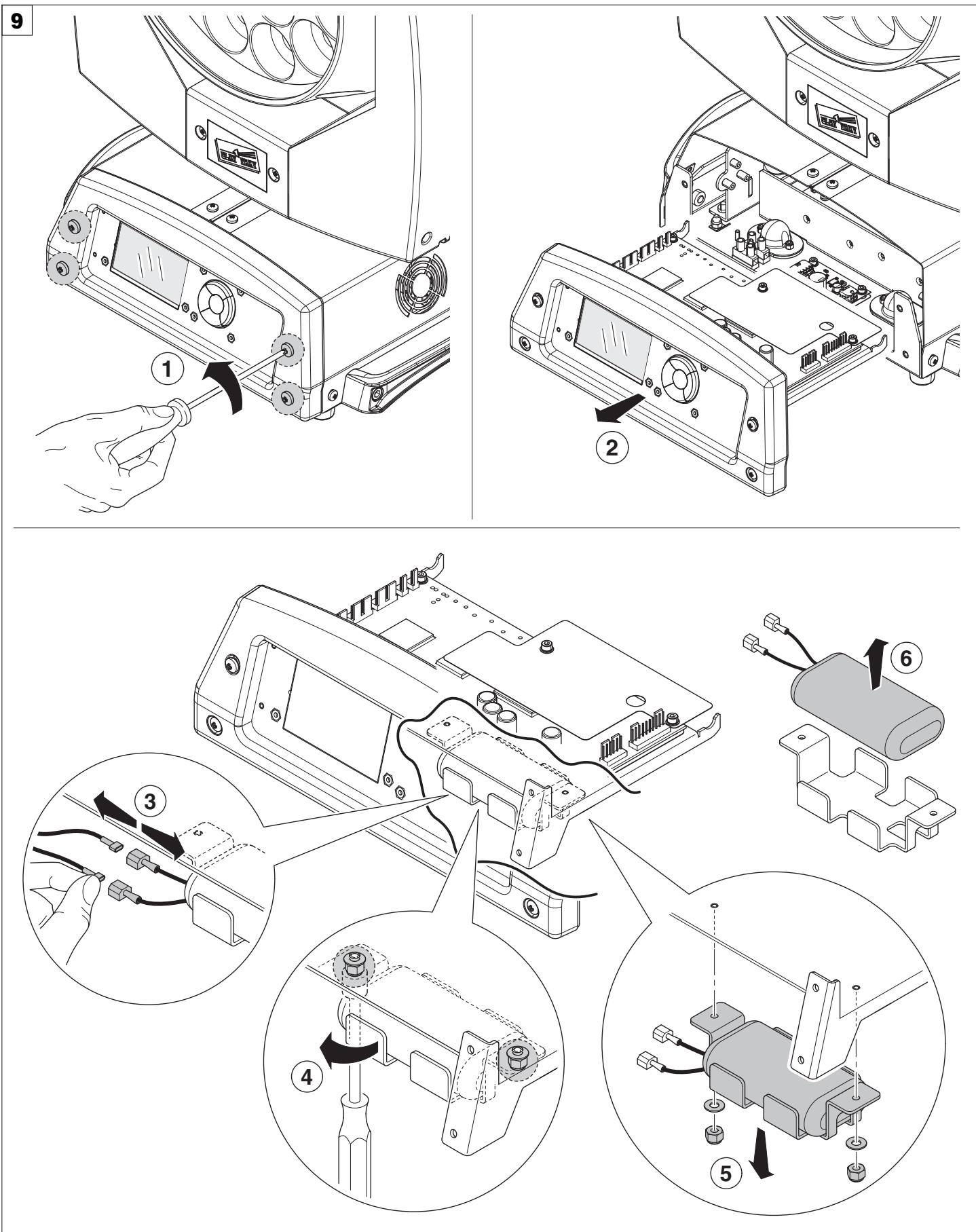
Allows you to adjust effects from the control panel to obtain perfect uniformity between the projectors.

- 1) Press - "channels" appears on the display.
- 2) Using the UP and DOWN keys, select the effect you wish to regulate.
- 3) Press and use the RIGHT , UP and DOWN buttons to make the adjustment by setting a value between 0 and 255.
- 4) Press to confirm the selection or LEFT to keep current settings and return to the top level.

FACTORY DEFAULT

Allows you to restore default values of all channels (128).

- 1) Press – a confirmation message appears on the display (Reset calibration to factory default?).
- 2) Select YES to reset calibration to factory default or NO to keep the current setting and return to the top menu level.



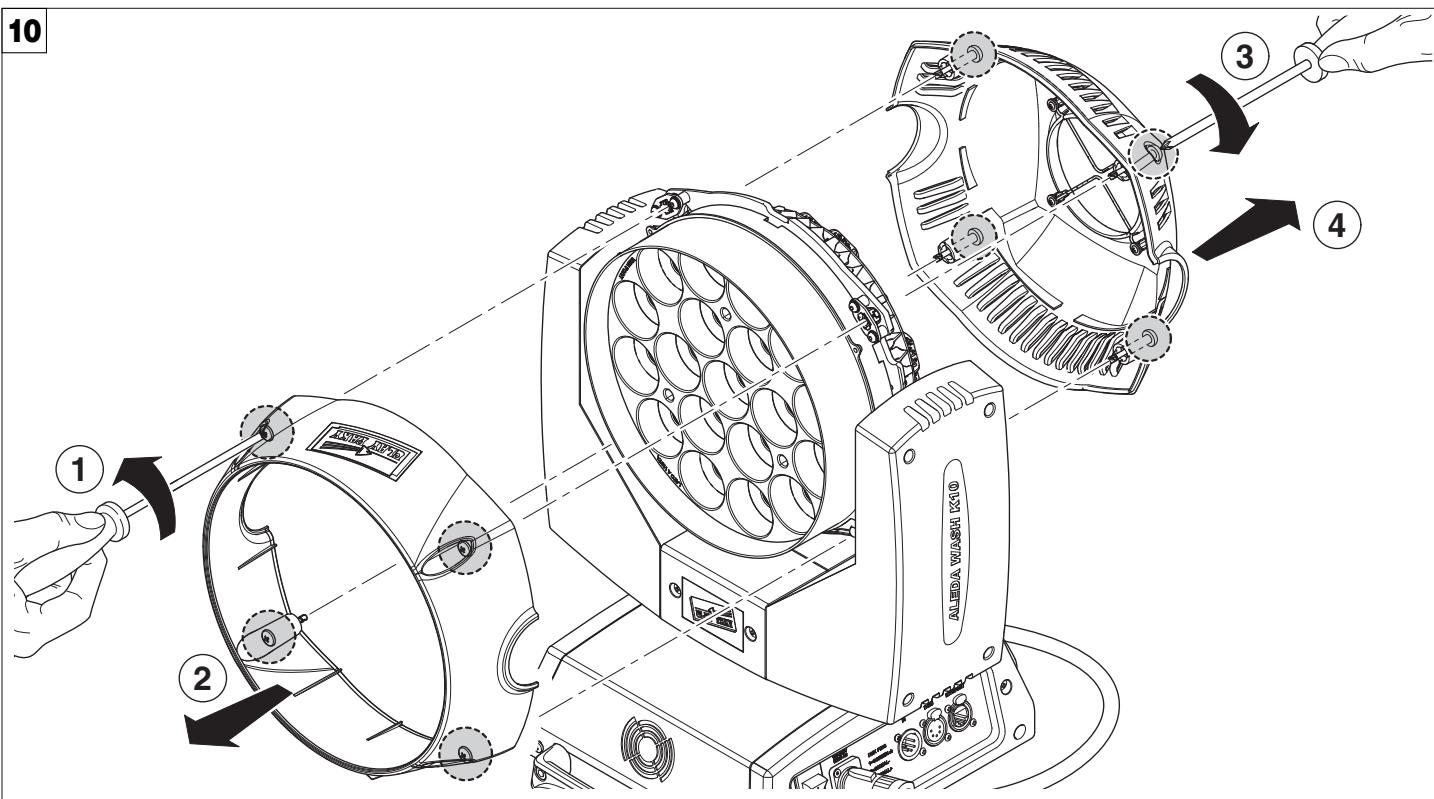
Battery removal - Fig. 9

This product contains a rechargeable lead-acid battery. To preserve the environment, please dispose the battery at the end of its life according to the regulation in force.



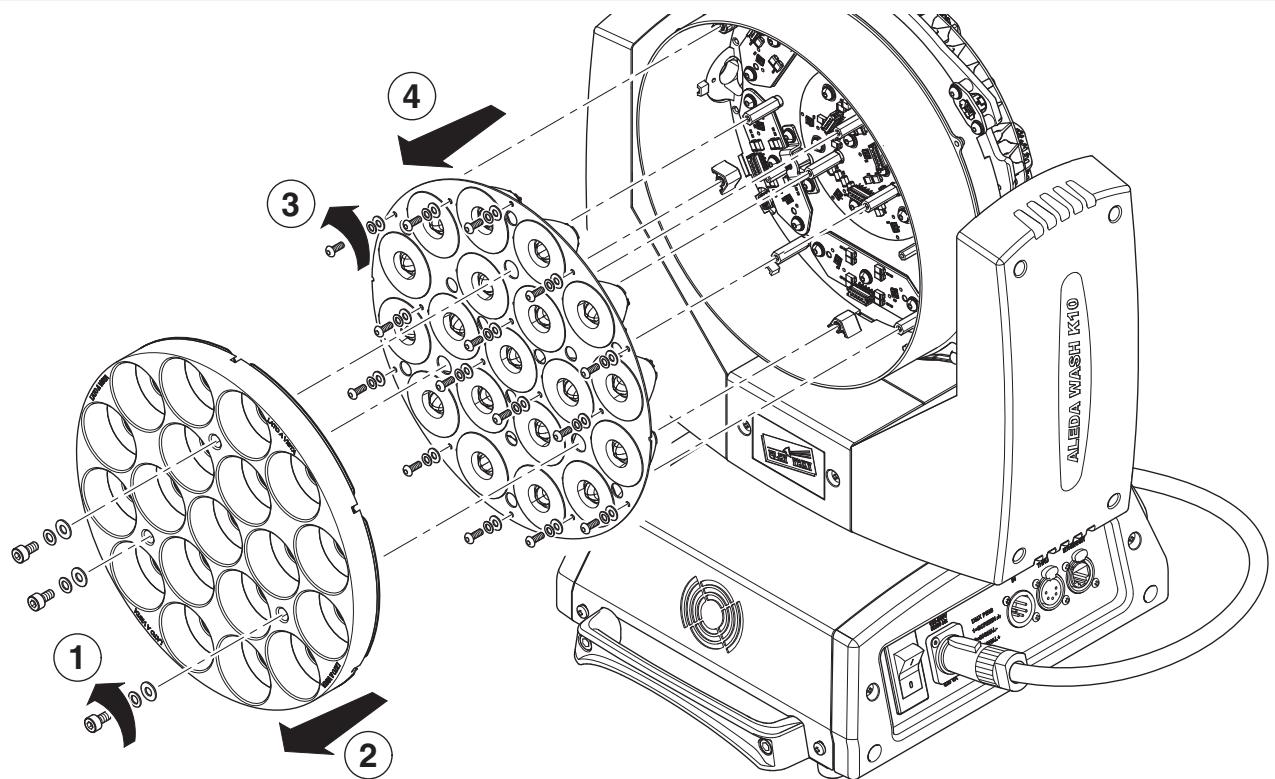
MAINTENANCE

10



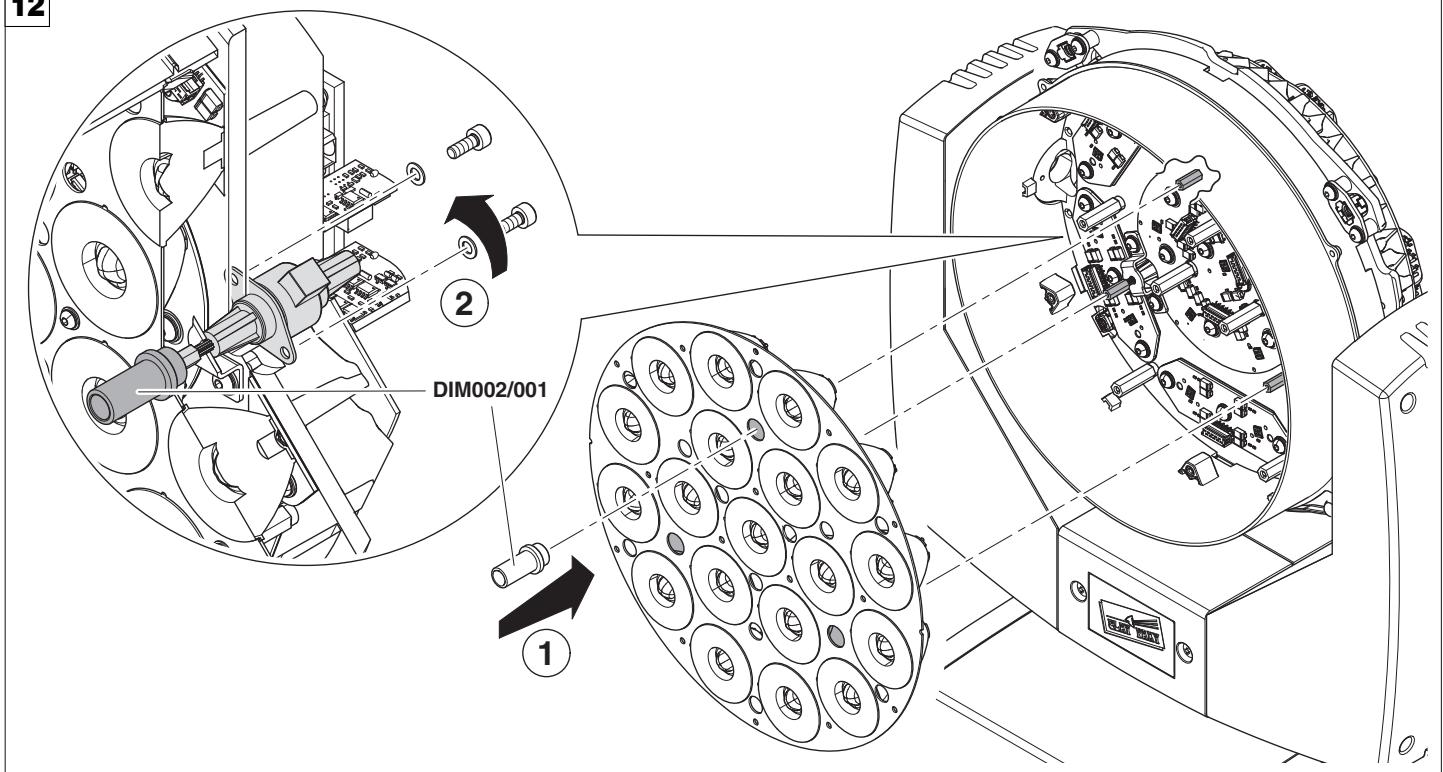
Opening the covers - Fig. 10

11



Removing/Assembling the lens unit - Fig. 11

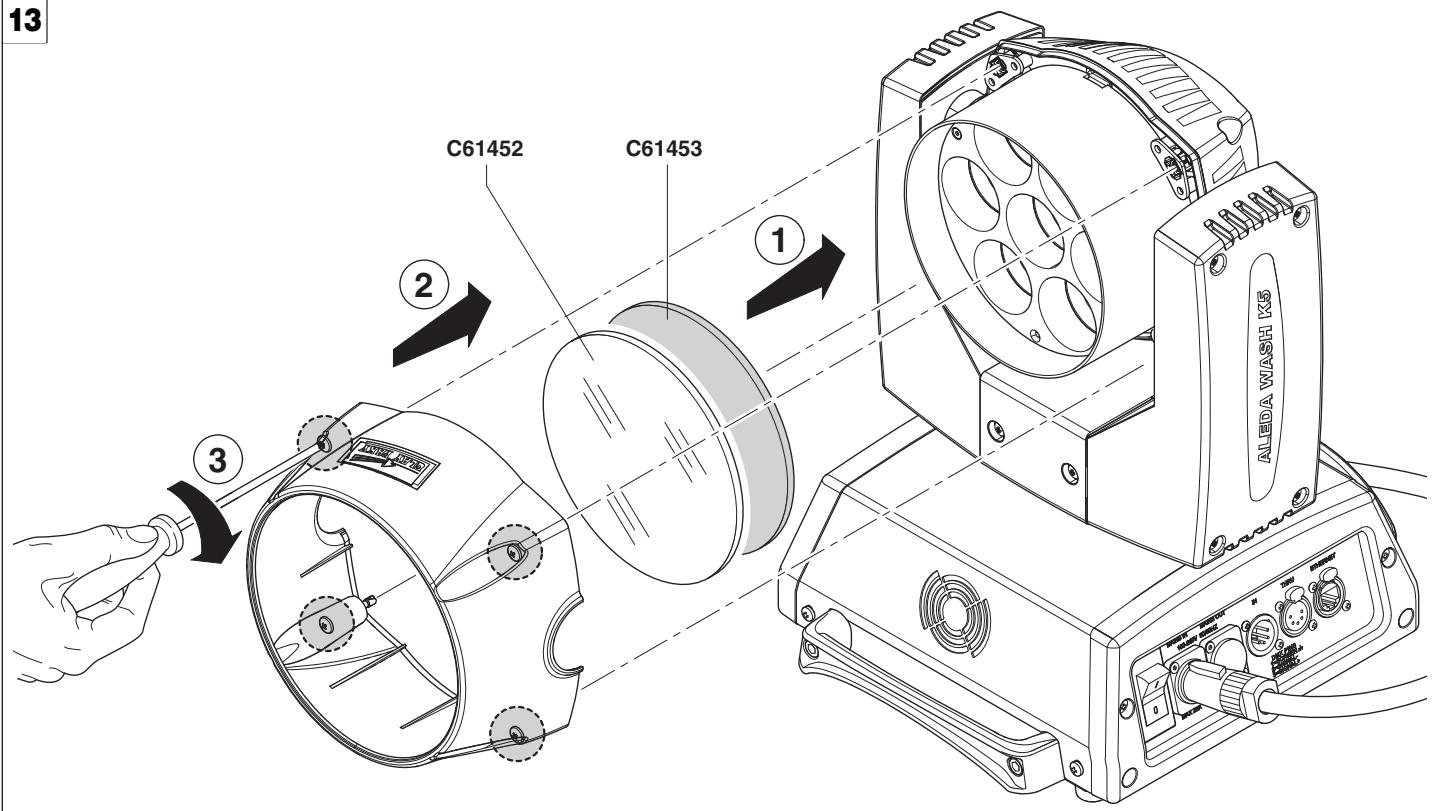
NB: Apply Loctite 222 (p/n COL002) to the threads of the 3 screws (1) before tightening them. A torque of 0.3N is recommended in order to avoid damaging the zoom movement actuators.

12**Replacing the line actuator - Fig. 12**

NB: It is highly recommended to use the DIM002/001 (1) template whenever it is necessary to replace one of the three Zoom movement line actuators. DIM002/001 ensures the actuator group is centred correctly on the lens plate before tightening the 2 screws (2) that fasten the actuator in place.

A.LEDA WASH K5

13

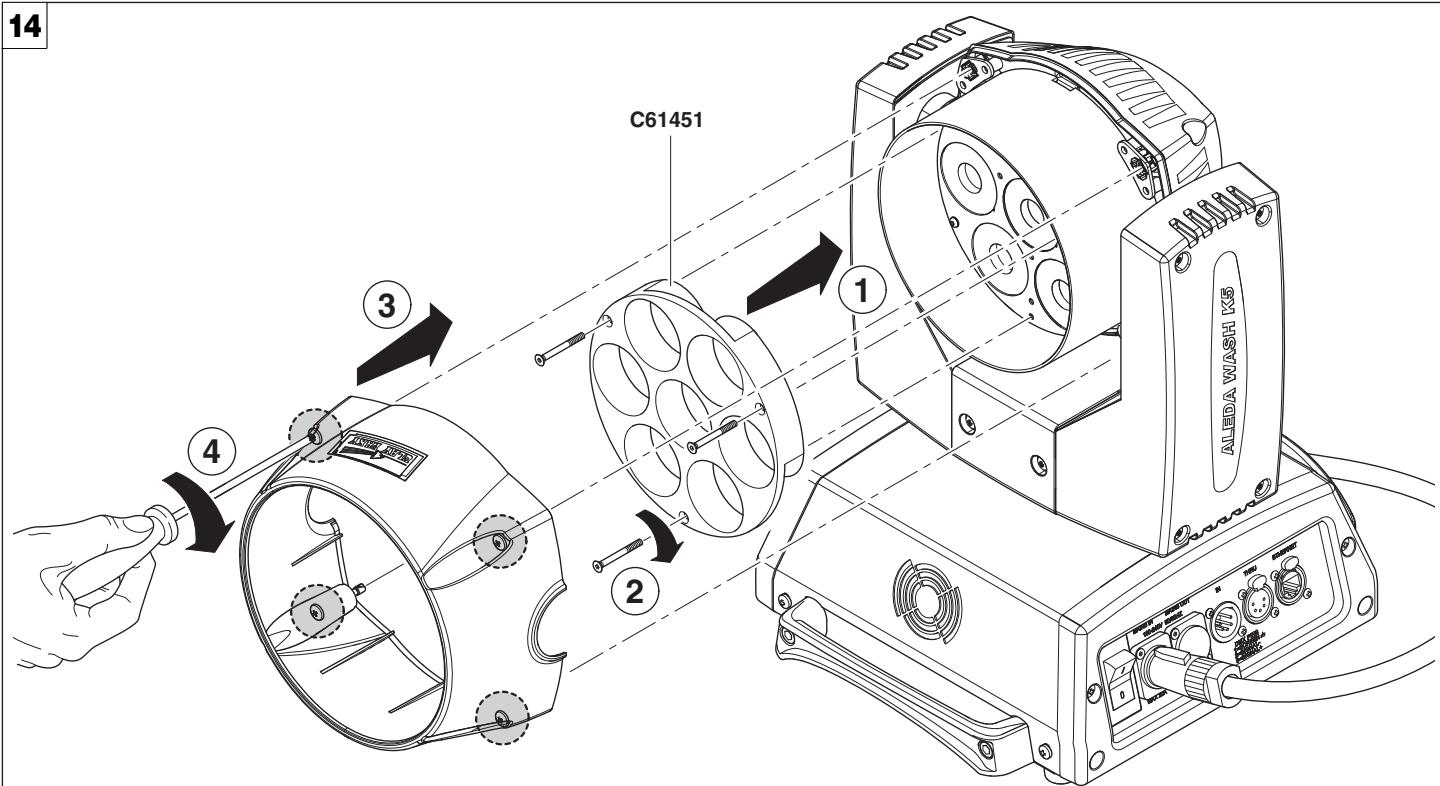


Cover - Fig. 13

C61452 - Transparent cover

C61453 - Frosted cover

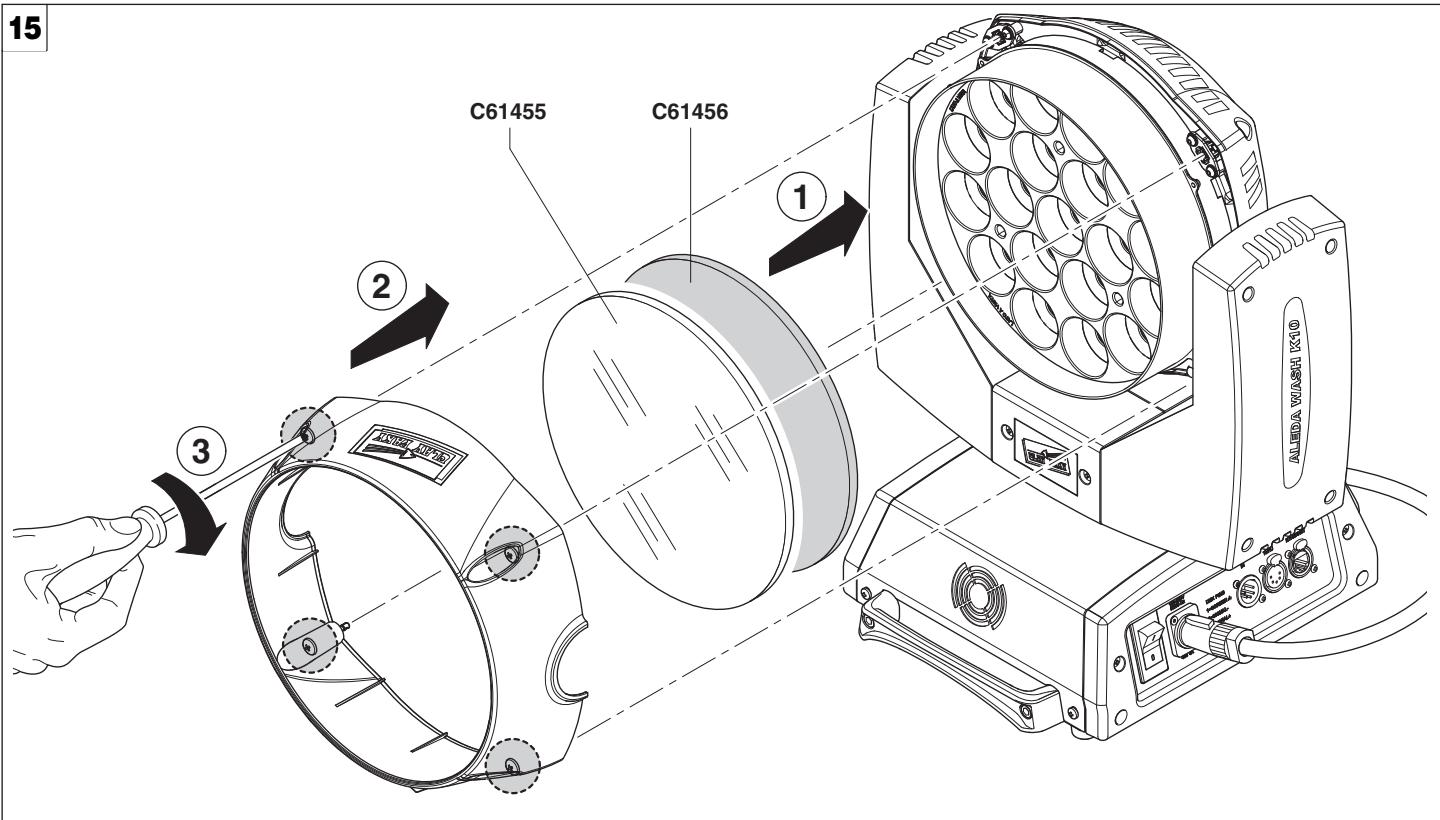
14



Transparent mask - Fig. 14

A.LEDA WASH K10

15

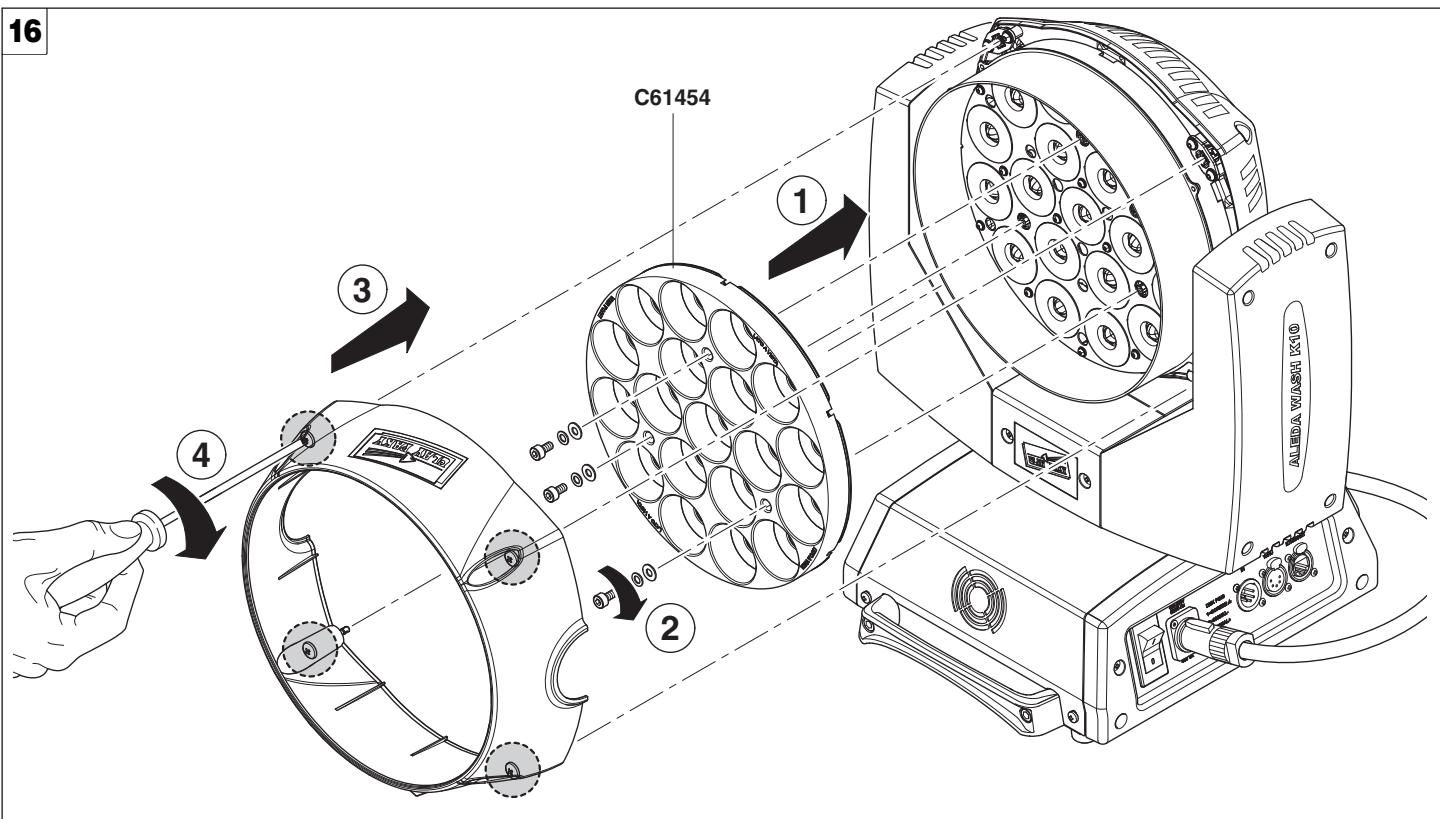


Cover - Fig. 15

C61455 - Transparent cover

C61456 - Frosted cover

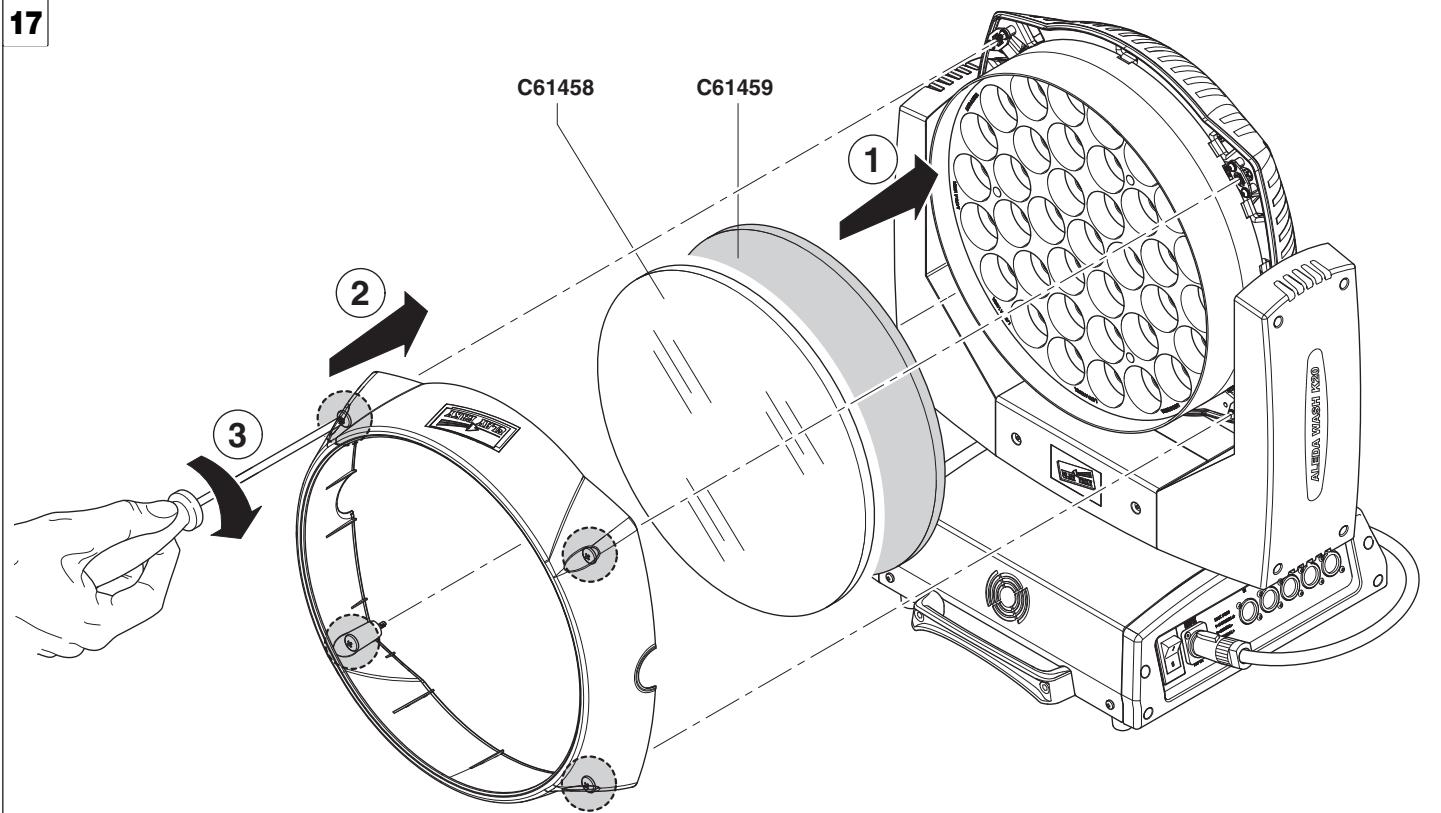
16



Transparent mask - Fig. 16

A.LEDA WASH K20

17

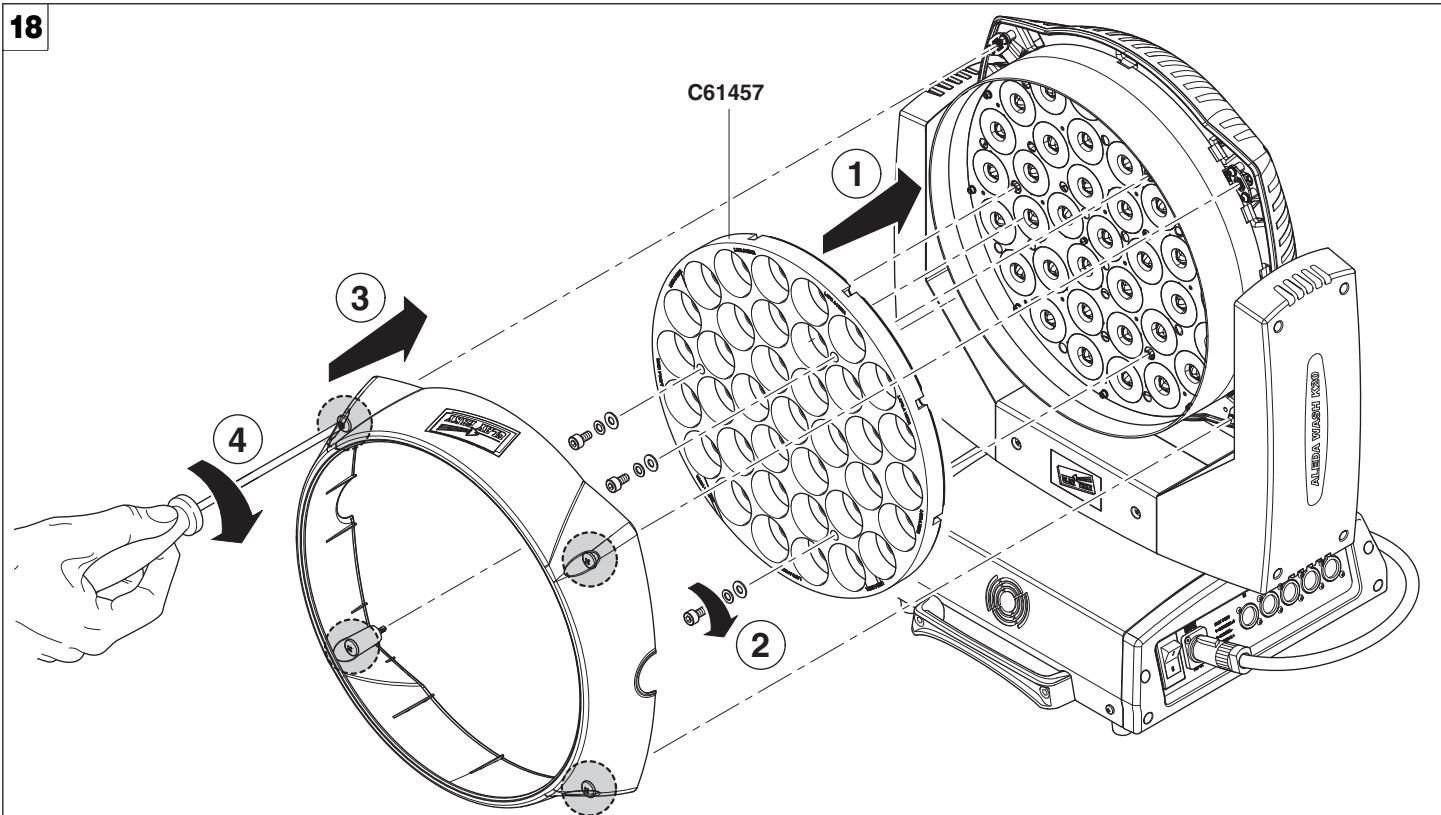


Cover - Fig. 17

C61458 - Transparent cover

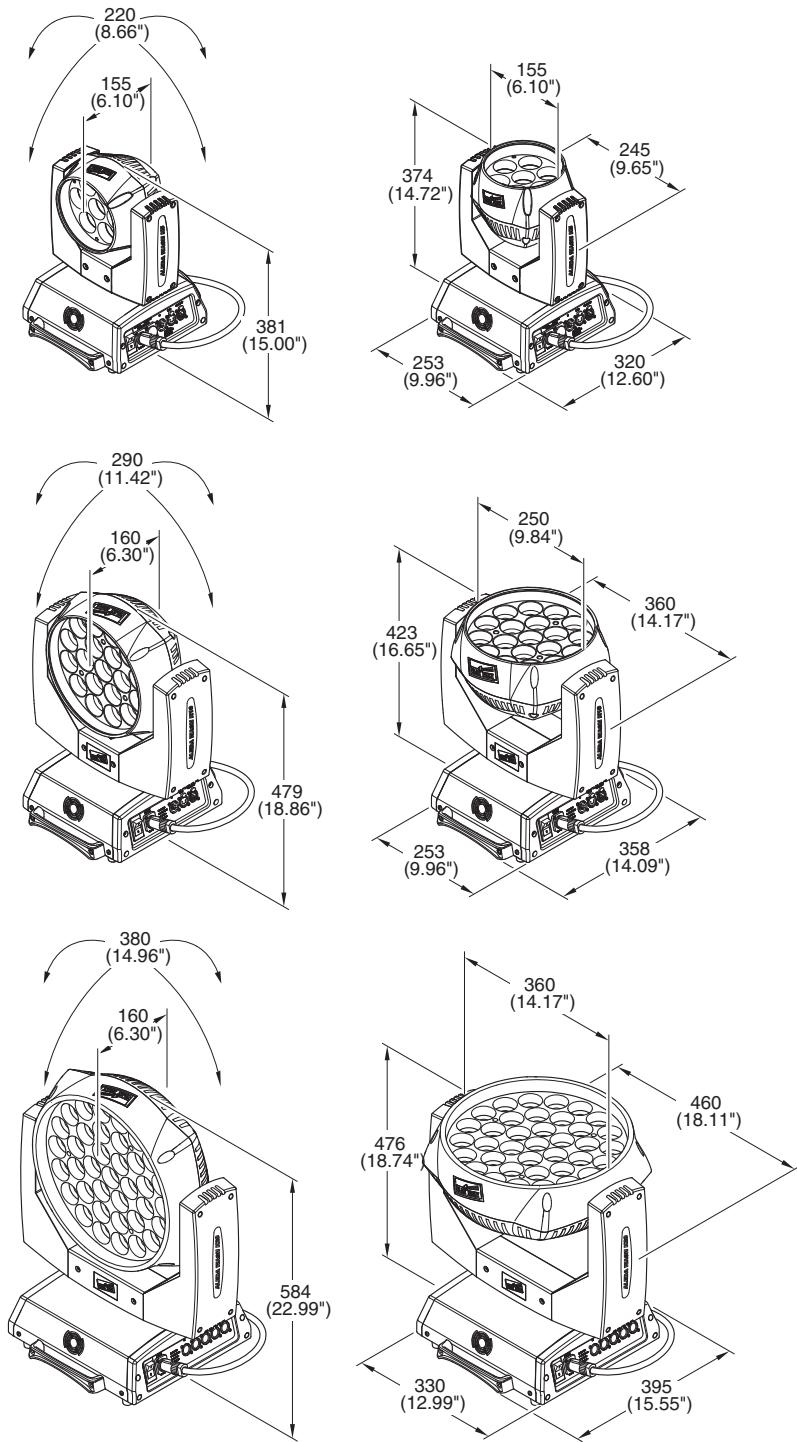
C61459 - Frosted cover

18



Transparent mask - Fig. 18

TECHNICAL INFORMATION



Power supplies available

100-240V 50/60Hz

Input power

- K20 - 750VA
- K10 - 450VA
- K5 - 170VA

Max 1800VA (with 11 A.leda Wash K5 connected in parallel)

LED source

LED Osram Ostar RGBW - 15W

Average LED life: 50.000 h

Motors

5 (k10 & k20), 2 (k5) stepper motors, operating with microsteps, totally microprocessor controlled.

Cooling

- High efficiency die-cast aluminium
- Forced ventilation

Inputs

DMX 512

Working position

Functioning in any position.

Movable body

- Movement by means of two stepper motors, controlled by microprocessor.
- Automatic repositioning of PAN and TILT after accidental movement not controlled by control unit.
- Travel:
 - PAN = 540°
 - TILT = 270°

IP20 protection rating

- Protected against the entry of solid bodies larger than 12mm (0.47").
- No protection against the entry of liquids.

CE Marking

In conformity with the European Union Low Voltage Directive 2006/95/CE and Electromagnetic compatibility Directive 2004/108/CE.

Weights

- K5: 7.55kg
- K10: 14.10 kg
- K20: 19.30 kg

CAUSE AND SOLUTION OF PROBLEMS

THE PROJECTOR WILL NOT SWITCH ON			PROBLEMS	
ELECTRONICS NON-OPERATIONAL				
DEFECTIVE PROJECTION				
REDUCED LUMINOSITY		POSSIBLE CAUSES		
		CHECKS AND REMEDIES		
●	No mains supply.	Check the power supply voltage.		
●	● LED exhausted or defective.	Replace the LED. (See instructions).		
●	Signal transmission cable faulty or disconnected.	Replace the cables.		
●	Incorrect addressing.	Check addresses (see instructions).		
●	Fault in the electronic circuits.	Call an authorised technician.		
●	Lenses or reflector broken	Call an authorised technician.		
●	● Dust or grease deposited.	Clean (see instructions).		

CHANNEL FUNCTION

A.LEDA WASH K5

STANDARD

CHAN-NEL	CHANNEL MODE
1	Red
2	Red fine
3	Green
4	Green fine
5	Blue
6	Blue fine
7	White
8	White fine
9	CTO
10	Macro colour
11	Strobe
12	Dimmer
13	Dimmer Fine
14	Pan
15	Pan Fine
16	Tilt
17	Tilt Fine
18	Function
19	Reset

SHAPES

CHAN-NEL	CHANNEL MODE
1	Red
2	Red fine
3	Green
4	Green fine
5	Blue
6	Blue fine
7	White
8	White fine
9	CTO
10	Macro colour
11	Strobe
12	Dimmer
13	Dimmer Fine
14	Pan
15	Pan Fine
16	Tilt
17	Tilt Fine
18	Function
19	Reset
20	Shape Selection
21	Shape Speed
22	Shape Smoothing
23	Shape Red
24	Shape Green
25	Shape Blue
26	Shape White
27	Shape Intensity
28	Background Intensity
29	Shape Transition
30	Shape Offset

EXTENDED

CHAN-NEL	CHANNEL MODE
1	Red
2	Red fine
3	Green
4	Green fine
5	Blue
6	Blue fine
7	White
8	White fine
9	CTO
10	Macro colour
11	Strobe
12	Dimmer
13	Dimmer Fine
14	Pan
15	Pan Fine
16	Tilt
17	Tilt Fine
18	Function
19	Reset
20	RED LED 1 (If RED "channel 1" to 0)
21	GREEN LED 1 (If GREEN "channel 2" to 0)
22	BLUE LED 1 (If BLUE "channel 3" to 0)
23	RED LED 2 (If RED "channel 1" to 0)
24	GREEN LED 2 (If GREEN "channel 2" to 0)
25	BLUE LED 2 (If BLUE "channel 3" to 0)
26	RED LED 3 (If RED "channel 1" to 0)
27	GREEN LED 3 (If GREEN "channel 2" to 0)
28	BLUE LED 3 (If BLUE "channel 3" to 0)
29	RED LED 4 (If RED "channel 1" to 0)
30	GREEN LED 4 (If GREEN "channel 2" to 0)
31	BLUE LED 4 (If BLUE "channel 3" to 0)
32	RED LED 5 (If RED "channel 1" to 0)
33	GREEN LED 5 (If GREEN "channel 2" to 0)
34	BLUE LED 5 (If BLUE "channel 3" to 0)
35	RED LED 6 (If RED "channel 1" to 0)
36	GREEN LED 6 (If GREEN "channel 2" to 0)
37	BLUE LED 6 (If BLUE "channel 3" to 0)
38	RED LED 7 (If RED "channel 1" to 0)
39	GREEN LED 7 (If GREEN "channel 2" to 0)
40	BLUE LED 7 (If BLUE "channel 3" to 0)

A.LEDA WASH K10

STANDARD

CHANNEL	CHANNEL MODE
1	Red
2	Red fine
3	Green
4	Green fine
5	Blue
6	Blue fine
7	White
8	White fine
9	CTO
10	Macro colour
11	Strobe
12	Dimmer
13	Dimmer Fine
14	Pan
15	Pan Fine
16	Tilt
17	Tilt Fine
18	Function
19	Reset
20	Zoom

EXTENDED

CHANNEL	CHANNEL MODE
1	Red
2	Red fine
3	Green
4	Green fine
5	Blue
6	Blue fine
7	White
8	White fine
9	CTO
10	Macro colour
11	Strobe
12	Dimmer
13	Dimmer Fine
14	Pan
15	Pan Fine
16	Tilt
17	Tilt Fine
18	Function
19	Reset
20	Zoom
21	RED LED 1 (If RED "channel 1" to 0)
22	GREEN LED 1 (If GREEN "channel 2" to 0)
23	BLUE LED 1 (If BLUE "channel 3" to 0)
24	RED LED 2 (If RED "channel 1" to 0)
25	GREEN LED 2 (If GREEN "channel 2" to 0)
26	BLUE LED 2 (If BLUE "channel 3" to 0)
27	RED LED 3 (If RED "channel 1" to 0)
28	GREEN LED 3 (If GREEN "channel 2" to 0)
29	BLUE LED 3 (If BLUE "channel 3" to 0)
30	RED LED 4 (If RED "channel 1" to 0)
31	GREEN LED 4 (If GREEN "channel 2" to 0)
32	BLUE LED 4 (If BLUE "channel 3" to 0)
33	RED LED 5 (If RED "channel 1" to 0)
34	GREEN LED 5 (If GREEN "channel 2" to 0)
35	BLUE LED 5 (If BLUE "channel 3" to 0)
36	RED LED 6 (If RED "channel 1" to 0)
37	GREEN LED 6 (If GREEN "channel 2" to 0)
38	BLUE LED 6 (If BLUE "channel 3" to 0)
39	RED LED 7 (If RED "channel 1" to 0)
40	GREEN LED 7 (If GREEN "channel 2" to 0)
41	BLUE LED 7 (If BLUE "channel 3" to 0)
42	RED LED 8 (If RED "channel 1" to 0)
43	GREEN LED 8 (If GREEN "channel 2" to 0)
44	BLUE LED 8 (If BLUE "channel 3" to 0)
45	RED LED 9 (If RED "channel 1" to 0)
46	GREEN LED 9 (If GREEN "channel 2" to 0)
47	BLUE LED 9 (If BLUE "channel 3" to 0)
48	RED LED 10 (If RED "channel 1" to 0)
49	GREEN LED 10 (If GREEN "channel 2" to 0)

SHAPES

CHANNEL	CHANNEL MODE
1	Red
2	Red fine
3	Green
4	Green fine
5	Blue
6	Blue fine
7	White
8	White fine
9	CTO
10	Macro colour
11	Strobe
12	Dimmer
13	Dimmer Fine
14	Pan
15	Pan Fine
16	Tilt
17	Tilt Fine
18	Function
19	Reset
20	Zoom
21	Shape Selection
22	Shape Speed
23	Shape Smoothing
24	Shape Red
25	Shape Green
26	Shape Blue
27	Shape White
28	Shape Intensity
29	Background Intensity
30	Shape Transition
31	Shape Offset

Continue →

A.LEDA WASH K20

STANDARD

CHANNEL	CHANNEL MODE
1	Red
2	Red fine
3	Green
4	Green fine
5	Blue
6	Blue fine
7	White
8	White fine
9	CTO
10	Macro colour
11	Strobe
12	Dimmer
13	Dimmer Fine
14	Pan
15	Pan Fine
16	Tilt
17	Tilt Fine
18	Function
19	Reset
20	Zoom

EXTENDED

CHANNEL	CHANNEL MODE
1	Red
2	Red fine
3	Green
4	Green fine
5	Blue
6	Blue fine
7	White
8	White fine
9	CTO
10	Macro colour
11	Strobe
12	Dimmer
13	Dimmer Fine
14	Pan
15	Pan Fine
16	Tilt
17	Tilt Fine
18	Function
19	Reset
20	Zoom
21	RED LED 1 (If RED "channel 1" to 0)
22	GREEN LED 1 (If GREEN "channel 2" to 0)
23	BLUE LED 1 (If BLUE "channel 3" to 0)
24	RED LED 2 (If RED "channel 1" to 0)
25	GREEN LED 2 (If GREEN "channel 2" to 0)
26	BLUE LED 2 (If BLUE "channel 3" to 0)
27	RED LED 3 (If RED "channel 1" to 0)
28	GREEN LED 3 (If GREEN "channel 2" to 0)
29	BLUE LED 3 (If BLUE "channel 3" to 0)
30	RED LED 4 (If RED "channel 1" to 0)
31	GREEN LED 4 (If GREEN "channel 2" to 0)
32	BLUE LED 4 (If BLUE "channel 3" to 0)
33	RED LED 5 (If RED "channel 1" to 0)
34	GREEN LED 5 (If GREEN "channel 2" to 0)
35	BLUE LED 5 (If BLUE "channel 3" to 0)
36	RED LED 6 (If RED "channel 1" to 0)
37	GREEN LED 6 (If GREEN "channel 2" to 0)
38	BLUE LED 6 (If BLUE "channel 3" to 0)
39	RED LED 7 (If RED "channel 1" to 0)
40	GREEN LED 7 (If GREEN "channel 2" to 0)
41	BLUE LED 7 (If BLUE "channel 3" to 0)
42	RED LED 8 (If RED "channel 1" to 0)
43	GREEN LED 8 (If GREEN "channel 2" to 0)
44	BLUE LED 8 (If BLUE "channel 3" to 0)
45	RED LED 9 (If RED "channel 1" to 0)
46	GREEN LED 9 (If GREEN "channel 2" to 0)
47	BLUE LED 9 (If BLUE "channel 3" to 0)
48	RED LED 10 (If RED "channel 1" to 0)
49	GREEN LED 10 (If GREEN "channel 2" to 0)
50	BLUE LED 10 (If BLUE "channel 3" to 0)
51	RED LED 11 (If RED "channel 1" to 0)
52	GREEN LED 11 (If GREEN "channel 2" to 0)
53	BLUE LED 11 (If BLUE "channel 3" to 0)
54	RED LED 12 (If RED "channel 1" to 0)
55	GREEN LED 12 (If GREEN "channel 2" to 0)
56	BLUE LED 12 (If BLUE "channel 3" to 0)
57	RED LED 13 (If RED "channel 1" to 0)
58	GREEN LED 13 (If GREEN "channel 2" to 0)
59	BLUE LED 13 (If BLUE "channel 3" to 0)
60	RED LED 14 (If RED "channel 1" to 0)
61	GREEN LED 14 (If GREEN "channel 2" to 0)
62	BLUE LED 14 (If BLUE "channel 3" to 0)
63	RED LED 15 (If RED "channel 1" to 0)
64	GREEN LED 15 (If GREEN "channel 2" to 0)
65	BLUE LED 15 (If BLUE "channel 3" to 0)
66	RED LED 16 (If RED "channel 1" to 0)

CHANNEL	CHANNEL MODE
67	GREEN LED 16 (If GREEN "channel 2" to 0)
68	BLUE LED 16 (If BLUE "channel 3" to 0)
69	RED LED 17 (If RED "channel 1" to 0)
70	GREEN LED 17 (If GREEN "channel 2" to 0)
71	BLUE LED 17 (If BLUE "channel 3" to 0)
72	RED LED 18 (If RED "channel 1" to 0)
73	GREEN LED 18 (If GREEN "channel 2" to 0)
74	BLUE LED 18 (If BLUE "channel 3" to 0)
75	RED LED 19 (If RED "channel 1" to 0)
76	GREEN LED 19 (If GREEN "channel 2" to 0)
77	BLUE LED 19 (If BLUE "channel 3" to 0)
78	RED LED 20 (If RED "channel 1" to 0)
79	GREEN LED 20 (If GREEN "channel 2" to 0)
80	BLUE LED 20 (If BLUE "channel 3" to 0)
81	RED LED 21 (If RED "channel 1" to 0)
82	GREEN LED 21 (If GREEN "channel 2" to 0)
83	BLUE LED 21 (If BLUE "channel 3" to 0)
84	RED LED 22 (If RED "channel 1" to 0)
85	GREEN LED 22 (If GREEN "channel 2" to 0)
86	BLUE LED 22 (If BLUE "channel 3" to 0)
87	RED LED 23 (If RED "channel 1" to 0)
88	GREEN LED 23 (If GREEN "channel 2" to 0)
89	BLUE LED 23 (If BLUE "channel 3" to 0)
90	RED LED 24 (If RED "channel 1" to 0)
91	GREEN LED 24 (If GREEN "channel 2" to 0)
92	BLUE LED 24 (If BLUE "channel 3" to 0)
93	RED LED 25 (If RED "channel 1" to 0)
94	GREEN LED 25 (If GREEN "channel 2" to 0)
95	BLUE LED 25 (If BLUE "channel 3" to 0)
96	RED LED 26 (If RED "channel 1" to 0)
97	GREEN LED 26 (If GREEN "channel 2" to 0)
98	BLUE LED 26 (If BLUE "channel 3" to 0)
99	RED LED 27 (If RED "channel 1" to 0)
100	GREEN LED 27 (If GREEN "channel 2" to 0)
101	BLUE LED 27 (If BLUE "channel 3" to 0)
102	RED LED 28 (If RED "channel 1" to 0)
103	GREEN LED 28 (If GREEN "channel 2" to 0)
104	BLUE LED 28 (If BLUE "channel 3" to 0)
105	RED LED 29 (If RED "channel 1" to 0)
106	GREEN LED 29 (If GREEN "channel 2" to 0)
107	BLUE LED 29 (If BLUE "channel 3" to 0)
108	RED LED 30 (If RED "channel 1" to 0)
109	GREEN LED 30 (If GREEN "channel 2" to 0)
110	BLUE LED 30 (If BLUE "channel 3" to 0)
111	RED LED 31 (If RED "channel 1" to 0)
112	GREEN LED 31 (If GREEN "channel 2" to 0)
113	BLUE LED 31 (If BLUE "channel 3" to 0)
114	RED LED 32 (If RED "channel 1" to 0)
115	GREEN LED 32 (If GREEN "channel 2" to 0)
116	BLUE LED 32 (If BLUE "channel 3" to 0)
117	RED LED 33 (If RED "channel 1" to 0)
118	GREEN LED 33 (If GREEN "channel 2" to 0)
119	BLUE LED 33 (If BLUE "channel 3" to 0)
120	RED LED 34 (If RED "channel 1" to 0)
121	GREEN LED 34 (If GREEN "channel 2" to 0)
122	BLUE LED 34 (If BLUE "channel 3" to 0)
123	RED LED 35 (If RED "channel 1" to 0)
124	GREEN LED 35 (If GREEN "channel 2" to 0)
125	BLUE LED 35 (If BLUE "channel 3" to 0)
126	RED LED 36 (If RED "channel 1" to 0)
127	GREEN LED 36 (If GREEN "channel 2" to 0)
128	BLUE LED 36 (If BLUE "channel 3" to 0)
129	RED LED 37 (If RED "channel 1" to 0)
130	GREEN LED 37 (If GREEN "channel 2" to 0)
131	BLUE LED 37 (If BLUE "channel 3" to 0)

SHAPES

CHANNEL	CHANNEL MODE
1	Red
2	Red fine
3	Green
4	Green fine
5	Blue
6	Blue fine
7	White
8	White fine
9	CTO
10	Macro colour
11	Strobe
12	Dimmer
13	Dimmer Fine
14	Pan
15	Pan Fine
16	Tilt
17	Tilt Fine
18	Function
19	Reset
20	Zoom
21	Shape Selection
22	Shape Speed
23	Shape Smoothing
24	Shape Red
25	Shape Green
26	Shape Blue
27	Shape White
28	Shape Intensity
29	Background Intensity
30	Shape Transition
31	Shape Offset

A.LEDA WASH K10 CC

CHANNEL	CHANNEL MODE
1	Red
2	RedFine
3	Green
4	GreenFine
5	Blue
6	BlueFine
7	White
8	WhiteFine
9	CTO
10	Macro Colour
11	Strobe
12	Dimmer
13	Dimmer fine
14	Pan
15	Pan fine
16	Tilt
17	Tilt fine
18	Function
19	Reset
20	Zoom

A.LEDA WASH K10 W

CHANNEL	CHANNEL MODE
1	Strobe
2	Dimmer
3	Dimmer fine
4	Pan
5	Pan fine
6	Tilt
7	Tilt fine
8	Function
9	Reset
10	Zoom

A.LEDA WASH K10 TW

CHANNEL	CHANNEL MODE
1	CoolWhite
2	CoolWhiteFine
3	WarmWhite
4	WarmWhiteFine
5	CTO
6	Strobe
7	Dimmer
8	Dimmer fine
9	Pan
10	Pan fine
11	Tilt
12	Tilt fine
13	Function
14	Reset
15	Zoom

A.LEDA WASH K20 CC

CHANNEL	CHANNEL MODE
1	Red
2	RedFine
3	Green
4	GreenFine
5	Blue
6	BlueFine
7	White
8	WhiteFine
9	CTO
10	Macro Colour
11	Strobe
12	Dimmer
13	Dimmer fine
14	Pan
15	Pan fine
16	Tilt
17	Tilt fine
18	Function
19	Reset
20	Zoom

A.LEDA WASH K20 W

CHANNEL	CHANNEL MODE
1	Strobe
2	Dimmer
3	Dimmer fine
4	Pan
5	Pan fine
6	Tilt
7	Tilt fine
8	Function
9	Reset
10	Zoom

A.LEDA WASH K20 TW

CHANNEL	CHANNEL MODE
1	CoolWhite
2	CoolWhiteFine
3	WarmWhite
4	WarmWhiteFine
5	CTO
6	Strobe
7	Dimmer
8	Dimmer fine
9	Pan
10	Pan fine
11	Tilt
12	Tilt fine
13	Function
14	Reset
15	Zoom

NOTE: On conclusion of resetting in case of absence of DMX signal, Pan & Tilt move to the "Home" position (Pan 50% - Tilt 50%) all the others channels stay at 0%.

• RED – GREEN – BLUE – WHITE



BIT	EFFECT
255	COLOUR INSERTED
0	COLOUR EXCLUDED

• RED FINE – GREEN FINE – BLUE FINE – WHITE FINE



BIT	EFFECT
255	
0	

• C.T.O.

BIT	EFFECT
255	2500
250	2600
246	2700
242	2800
237	2900
233	3000
228	3100
224	3200
219	3300
215	3400
210	3500
206	3600
201	3700
197	3800
192	3900
188	4000
184	4100
179	4200
175	4300
170	4400
166	4500
161	4600
157	4700
152	4800
148	4900
144	5000
139	5100
135	5200
130	5300
126	5400
121	5500
117	5600
112	5700
108	5800
103	5900
99	6000
95	6100
90	6200
86	6300
81	6400
77	6500
72	6600
68	6700
63	6800
59	6900
54	7000
50	7100
46	7200
41	7300
37	7400
32	7500
28	7600
23	7700
19	7800
14	7900
10	8000
0-9	UNUSED RANGE

Note: If CTO channel is active, the WHITE channel is disabled.

• MACRO COLOUR

BIT	LEE REFERENCE	COLOUR	BIT VALUE			
			R	G	B	W
207-255	197	Alice Blue	128	255	143	0
191-206	181	Congo Blue	77	0	255	0
184-190	174	Dark Steel Blue	181	255	95	0
180-183	170	Deep lavender	255	168	64	0
179	169	Lilac Tint	255	199	49	0
175-178	165	Daylight Blue	82	214	90	0
174	164	Flame Red	255	46	2	0
172-173	162	Bastard Amber	255	181	28	0
168-171	158	Deep Orange	222	84	0	0
162-167	152	Pale Gold	253	171	26	0
157-161	147	Apricot	255	143	13	0
151-156	141	Bright Blue	0	255	87	0
149-150	139	Primary Green	77	255	0	0
147-148	137	Special lavender	219	197	79	0
146	136	Pale Lavender	255	197	61	0
145	135	Deep Golden Amber	255	58	0	0
142-144	132	Medium Blue	0	255	143	0
138-141	128	Bright Pink	255	53	36	0
136-137	126	Mauve	227	41	56	0
134-135	124	Dark Green	84	255	13	0
131-133	121	Leaf Green	206	255	0	0
129-130	119	Dark Blue	0	186	255	0
128	118	Light Blue	74	255	82	0
127	117	Steel Blue	206	255	56	0
126	116	Med Blu Green	206	255	56	0
125	115	Peacock Blue	51	255	51	0
123-124	113	Magenta	255	20	15	0
121-122	111	Dark Pink	255	109	33	0
120	110	Middle Rose	217	130	28	0
119	109	Light Salmon	255	138	31	0
118	108	English Rose	255	148	23	0
117	107	Light Rose	255	141	31	0
115-116	105	Orange	255	122	0	0
114	104	Deep Amber	255	166	0	0
113	103	Straw	230	160	0	69
112	102	Light Amber	237	163	0	0
110-111	100	Spring Yellow	245	202	0	0
100-109	90	Dark yellow green	41	219	0	0
89-99	79	Just Blue	0	194	130	0
78-88	68	Sky Blue	0	255	135	0
68-77	58	Lavender	243	117	133	199
62-67	52	Light Lavender	243	117	39	197
49-61	39	Pink Carnation	255	107	0	130
46-48	36	Medium Pink	255	87	0	107
45	35	Light Pink	255	112	0	141
35-44	25	Sunrise Red	255	83	2	0
32-34	22	Dark Amber	255	65	0	0
31	21	Gold Amber	255	100	0	0
30	20	Medium Amber	255	135	0	0
29	19	Fire	255	56	0	0
27-28	17	Surprise Peach	198	114	9	0
23-26	13	Straw Tint	152	115	9	0
20-22	10	Medium Yellow	156	126	0	0
19		Black	0	0	0	0
18		White 5000°K	255	137	0	193
17		White 3700°K	255	201	25	255
16		White 7000°K	216	237	61	255
15		Magenta	255	0	255	0
14		Yellow	255	255	0	0
13		Cyan	0	255	255	0
12		Blue	0	0	255	0
11		Green	0	255	0	0
10		Red	255	0	0	0
0-9		Macro color OFF				

• STOP / STROBE



BIT	EFFECT
252 - 255	OPEN
239 - 251	RANDOM FAST STROBE
226 - 238	RANDOM MEDIUM STROBE
213 - 225	RANDOM SLOW STROBE
208 - 212	OPEN
207	FAST PULSATION
108	SLOW PULSATION
104 - 107	OPEN
103	FAST STROBE (12 flash/sec)
4	SLOW STROBE (1 flash/sec)
0 - 3	CLOSED

• DIMMER



BIT	EFFECT
255	FULL LIGHT
0	NO LIGHT

• DIMMER FINE

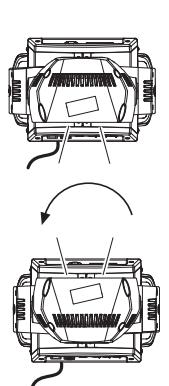


BIT	EFFECT
255	
0	

• PAN

Operation with option InvertPan ▲ Off

(Tilt conventionally represented at 14% and option Invert Tilt ▲ Off)

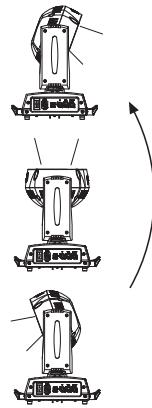


BIT	255
0	0-255 Bit: 2.65 sec (K20) 0-255 Bit: 2.01 sec (K10) 0-255 Bit: 1.41 sec (K5)

• TILT

Operation with option InvertPan ▲ Off

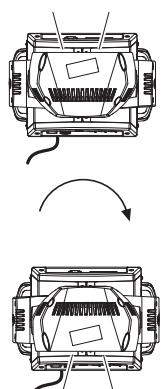
(Tilt conventionally represented at 14% and option Invert Tilt ▲ Off)



BIT	255
0	0-255 Bit: 1.45 sec (K20) 0-255 Bit: 0.87 sec (K10) 0-255 Bit: 0.80 sec (K5)

Operation with option InvertPan ▲ On

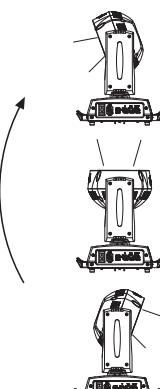
(Tilt conventionally represented at 14% and option Invert Tilt ▲ Off)



BIT	255
0	0-255 Bit: 2.65 sec (K20) 0-255 Bit: 2.01 sec (K10) 0-255 Bit: 1.41 sec (K5)

Operation with option InvertPan ▲ On

(Tilt conventionally represented at 14% and option Invert Tilt ▲ Off)

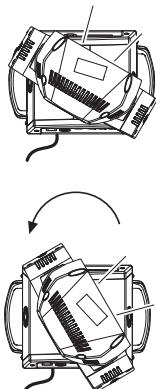


BIT	255
0	0-255 Bit: 1.45 sec (K20) 0-255 Bit: 0.87 sec (K10) 0-255 Bit: 0.80 sec (K5)

• PAN FINE

Operation with option InvertPan ▲ Off

(Tilt conventionally represented at 14% and option Invert Tilt ▲ Off)

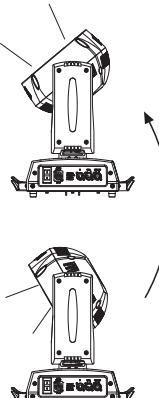


BIT	255
0	

• TILT FINE

Operation with option InvertPan ▲ Off

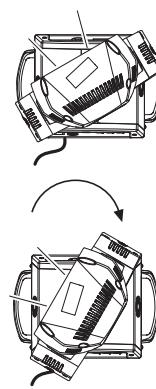
(Tilt conventionally represented at 14% and option Invert Tilt ▲ Off)



BIT	255
0	

Operation with option InvertPan ▲ On

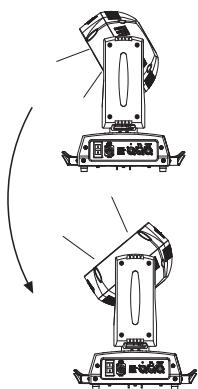
(Tilt conventionally represented at 14% and option Invert Tilt ▲ Off)



BIT	255
0	

Operation with option InvertPan ▲ On

(Tilt conventionally represented at 14% and option Invert Tilt ▲ Off)



BIT	255
0	

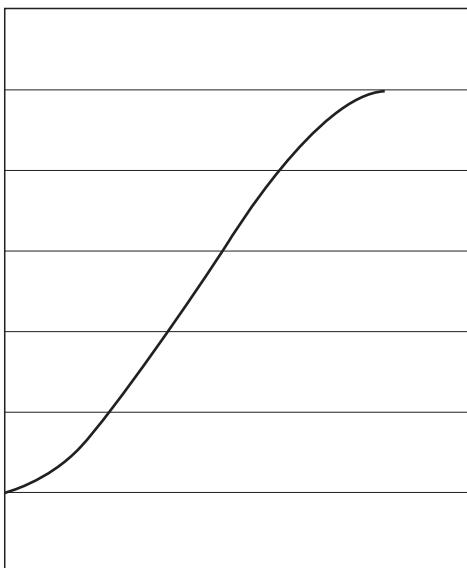
• FUNCTION

BIT	EFFECT
251 - 255	Reset to default
103 - 250	Unused Range
98 - 102	Halogen Lamp Simulation, type 5 (2500 W)
93 - 97	Halogen Lamp Simulation, type 4 (2000 W)
88 - 92	Halogen Lamp Simulation, type 3 (1200 W)
83 - 87	Halogen Lamp Simulation, type 2 (1000 W)
78 - 82	Halogen Lamp Simulation, type 1 (750W)
73 - 77	Halogen Lamp Simulation OFF (Default)
68 - 72	RGBW Gamma curve 3 - gamma = 2.0
63 - 67	RGBW Gamma curve 2 - gamma = 1.5 (Default)
58 - 62	RGBW Gamma curve 1 - gamma = 1.0
53 - 57	Dimmer Curve 4
48 - 52	Dimmer Curve 3 (Default)
43 - 47	Dimmer Curve 2
38 - 42	Dimmer Curve 1
25 - 37	Pan Tilt Normal
12 - 24	Pan Tilt Fast (Default)
0 - 11	Function off

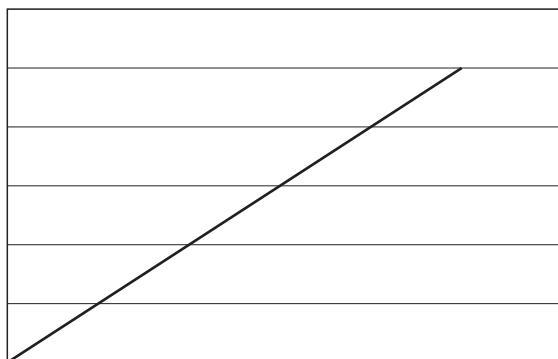
The functions are activated passing through the "unused range" and staying 5 seconds in necessary level.

Last selected function still active. Enable setting a new function.

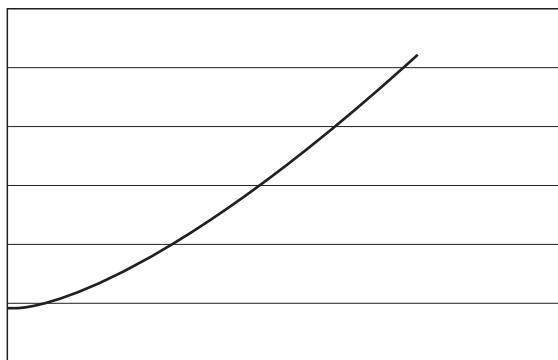
DIMMER CURVE 4 - S



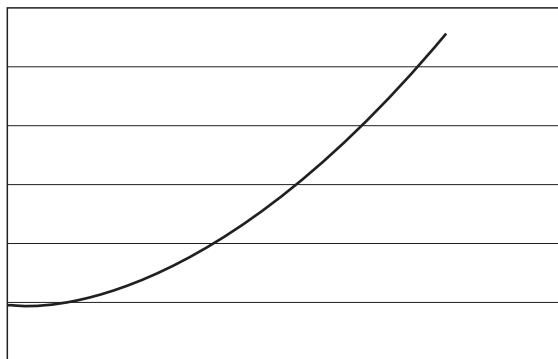
DIMMER CURVE 1 - GAMMA 1 LINEAR



DIMMER CURVE 2 - GAMMA 1,5



DIMMER CURVE 3 - GAMMA 2,0



• RESET

BIT	EFFECT
255	COMPLETE RESET
128	Complete reset is activated passing through the unused range and staying 5 seconds in complete reset levels
127	COMPLETE RESET PAN / TILT RESET
77	Pan / Tilt reset is activated passing through the unused range and staying 5 seconds in Pan / Tilt reset levels
76	PAN / TILT RESET ZOOM RESET
26	Effects reset is activated passing through the unused range and staying 5 seconds in Effects reset levels.
25	ZOOM RESET
0	UNUSED RANGE

* Automatic gamma is calculated based on background intensity to auto-adapt the shape's fade.

SHAPE SELECTION - SHAPE SPEED - SHAPE OFFSET

BIT	SHAPE SELECTION	On K5	On K10	On K20	RANDOM COLORS *1	SHAPE SPEED	SHAPE OFFSET
32-255	Reserved	No	Yes	Yes	N.a.	N.a.	N.a.
31	Two rotating arcs of different colors and direction	No	Yes	Yes			
30	Two rotating arcs of different colors	Yes	Yes	Yes			
29	Two rotating bars of different colors	Yes	Yes	Yes			
28	Triangle	Yes	Yes	Yes			
27	Half moon	Yes	Yes	Yes			
26	Bar (2 arms)	Yes	Yes	Yes			
25	Fan (3 arms)	Yes	Yes	Yes	N.a.	0-126 = max to min speed, c.cw rotation 127-128 = STOP 129-255 = min to max speed, cw rotation ^{nt} "	0-255 → angle offset from 0 to 360°
24	Rainbow 2, fixed speed with variable color offset.	Yes	Yes	Yes	Yes	0-126 = c.cw rotation 127-128 = STOP 129-255 = cw rotation ^{nt} " The value 0-126 or 129-255 change the rainbow angle offset (the orange starting angle).	N.a.
23	Rainbow 1, variable speed.	Yes	Yes	Yes	Yes	0-126 = max to min speed, c.cw rotation 127-128 = STOP 129-255 = min to max speed, cw rotation ^{nt} "	0-255 → angle offset from 0 to 360°
22	Random pixels with variable density and speed	Yes	Yes	Yes	Yes		0-255 → select pixel density
21	Random pixels distributed on many fixtures	Yes	Yes	Yes	Yes	0-126 = max to min speed, Instant-on + fadeout. 127-128 = STOP. 129-255 = min to max speed, FadeIn + FadeOut. Fade or snap depending on fade channel.	0-255 → select random distribution from 2 up to 20 fixtures
20	Ring with variable radius, filled.	Yes	Yes	Yes	N.a.		N.a.
19	Ring with variable radius	Yes	Yes	Yes	N.a.	0-255 = radius 0 = minimum 255 = maximum	0-255 → angle offset from 0 to 360°
18	Ring Open/Close (close/open) Filled	Yes	Yes	Yes	Yes		
17	Ring Open/Close (close/open)	Yes	Yes	Yes	Yes	0-126 = max to min speed, Start closed 127-128 = STOP 129-255 = min to max speed, Start opened ^{nt} "	
16	Ring Opening (Closing) Filled	Yes	Yes	Yes	Yes		
15	Ring Opening (Closing)	Yes	Yes	Yes	Yes	0-126 = max to min speed, Closing effect 127-128 = STOP 129-255 = min to max speed, Opening effect	0-9 → continuous 10-255 → random distribution of flash from 2 to 20 fixtures ^{nt} "
14	Ring 1 + 4	No	No	Yes			
13	Ring 1 + 3	No	Yes	Yes			
12	Ring 1 + 2	Yes	Yes	Yes			
11	Ring 4	No	No	Yes			
10	Ring 3	No	Yes	Yes			
9	Ring 2	Yes	Yes	Yes			
8	Ring 1	Yes	Yes	Yes	N.a.	N.a.	N.a.
0-7	Macro OFF	Yes	Yes	Yes	N.a.	N.a.	N.a.

*1: Random colors activation with foreground R,G,B,W = 0

Macro Off

DMX channel value: from 0 to 7.

No shape effects activated. Turns off any previously selected shape.

Static Rings

DMX channel value: from 8 to 14.

The ring or rings used by the macro are turned on with the foreground colour (Shape Red+Shape Green+Shape blue+Shape White).

Available combinations: Ring 1 On, Ring 2 On, Ring 3 On (Aleda K10, K20 only), Ring 4 On (Aleda K20 only), Ring 1+2 On,

Ring 1+3 On (Aleda K10, K20 only), Ring 1+4 On (Aleda K20 only).

Dynamic Rings

DMX channel

Dynamic Rings

DMX channel value: From 15 to 18.

The rings used by the macro are turned on sequentially, simulating an opening , closing or both.

The Shape Speed channel increases the speed from 126 (min speed) to 0 (max speed) for the closing and closing/opening effects and from 129 (min speed) to 255 (max speed) for the opening and opening/closing effects. With DMX value = 127 or 128 the macro stays still.

The Shape Offset channel defines the macro effect distribution over a number of fixtures (affects also the behavior of a single fixture)

Dmx values from 0 to 9: continous distribution;

Dmx values from 10 to 255 random distribution of flash from 2 to 20 fixtures.

If foreground colors are all set to 0, the Random-Colors mode is activated.

The color used by the macro changes at every restart.

Rings with variable radius

DMX channel value: 19 - 20.

The Shape Speed channel defines the ring radius: 0 = min, 255 = max.

Random pixels

DMX

Random pixels

DMX channel value: 21 – 22.

Leds are turned on and off randomly.

The Shape Speed channel increases the speed and defines the fade effect for the leds: from 126 (min speed) to 0(max speed) with a Instant-on/ fade-out led effect, and from 129 (min speed) to 255 (max speed)with a fade-in + fade-out led effect. At a DMX value of 127 and 128 the macro stays still.

For macro 21 the Shape Offset channel defines leds random distribution from 0 (2 fixtures) to 255 over a set of fixtures (20 fixtures).

For macro 22 the Shape Offset channel defines pixels density from 0 (min density) to 255 (max density).

If foreground colors are all set to 0 the Random-Colors mode is activated.

The Shape Smoothing channel adjusts the fading effect applied to the macro movement

Rainbows

DMX channel value: 23 – 24 .

It simulates a rainbow effect.

The Shape Speed channel increases the speed and defines the rotation : from 126 (min speed) to 0 (max speed) counter clock wise rotation and from 129 (min speed) to 255 (max speed) clock wise rotation. With DMX value 127 or 128 the macro stays still.

For the macro 24 (Rainbow with fixed speed) the Shape Speed channel also defines angle offset (the orange sector starting angle).

Rotating shapes

DMX channel value: from 25 to 31.

Shapes available: Fan (3 arms), Bar (2 arms), Half Moon, Triangle, Two rotating bars of different colors, Two rotating arcs of different colors, Two rotating arcs of different colors and direction.

The Shape Speed channel increases the speed and defines the rotation : from 126 (min speed) to 0 (max speed) counter clock wise rotation and from 129 (min speed) to 255 (max speed) clock wise rotation. With DMX value 127 or 128 the macro stays still.

The Shape Offset channel defines the angle offset from 0 (0 degree) to 255 (360 degree).

• ZOOM



BIT	EFFECT
255	WIDE BEAM
0	NARROW BEAM

0-255 Bit: 0.68 sec (K20)
0-255 Bit: 0.69 sec (K10)

• SHAPE SMOOTHING

BIT	EFFECT
246-255	Smooth, fading curve with automatic gamma *
245	Smooth, fading curve gamma 2
244	Smooth, fading curve gamma 1.993
243	Smooth, fading curve gamma 1.986
...	
18	Smooth, fading curve gamma 0.513
17	Smooth, fading curve gamma 0.506
16	Smooth, fading curve gamma 0.5
0-15	Snap

* Automatic gamma is calculated based on background intensity to auto-adapt the shape's fade.

• SHAPE R G B W



BIT	EFFECT
255	COLOUR INSERTED
0	COLOUR EXCLUDED

• SHAPE INTENSITY



BIT	EFFECT
255	COLOUR INSERTED
0	COLOUR EXCLUDED

• BACKGROUND INTENSITY



BIT	EFFECT
255	COLOUR INSERTED
0	COLOUR EXCLUDED

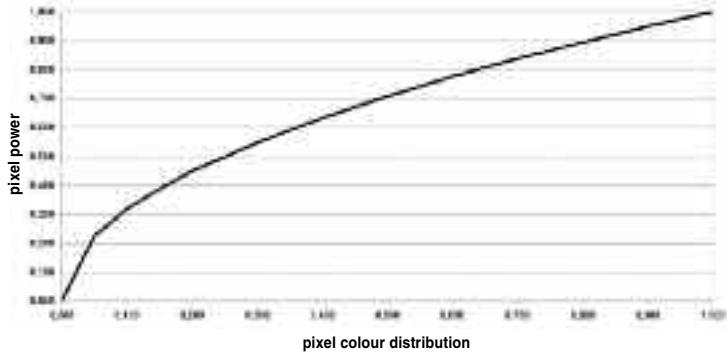
DMX BIT

Fading gamma

16

0,500

Gamma Curve



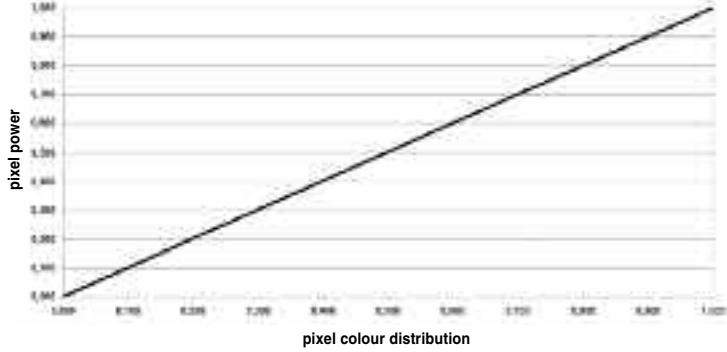
DMX BIT

Fading gamma

92

0,997

Gamma Curve



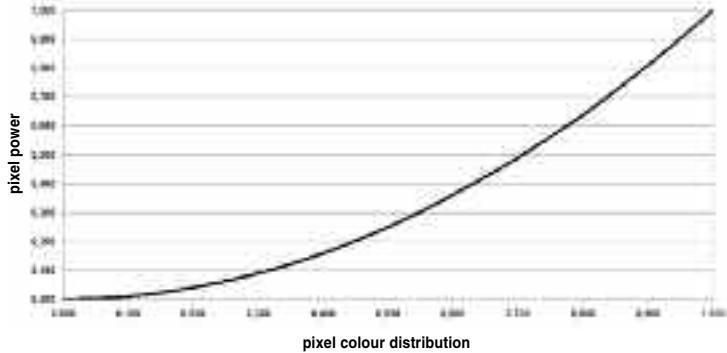
DMX BIT

Fading gamma

245

2,000

Gamma Curve



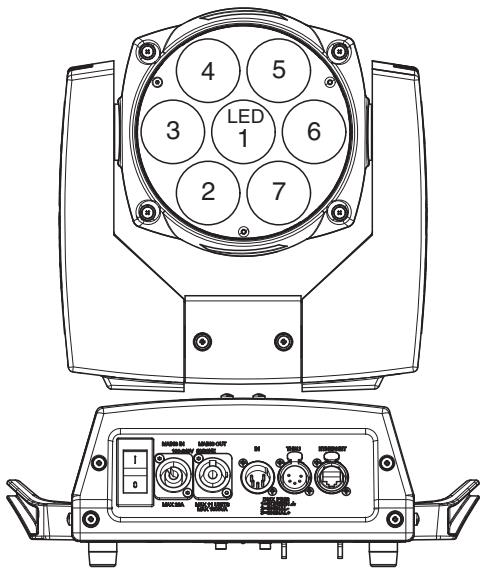
• SHAPE TRANSITION

BIT	FADING TIME	BIT	FADING TIME	BIT	FADING TIME	BIT	FADING TIME
255	4000 ms	199	2600 ms	143	1480 ms	87	650 ms
254	3970 ms	198	2580 ms	142	1460 ms	86	640 ms
253	3950 ms	197	2560 ms	141	1440 ms	85	630 ms
252	3920 ms	196	2530 ms	140	1430 ms	84	620 ms
251	3890 ms	195	2510 ms	139	1410 ms	83	610 ms
250	3860 ms	194	2490 ms	138	1390 ms	82	600 ms
249	3840 ms	193	2470 ms	137	1380 ms	81	590 ms
248	3810 ms	192	2450 ms	136	1360 ms	80	570 ms
247	3780 ms	191	2420 ms	135	1340 ms	79	560 ms
246	3760 ms	190	2400 ms	134	1330 ms	78	550 ms
245	3730 ms	189	2380 ms	133	1310 ms	77	540 ms
244	3700 ms	188	2360 ms	132	1290 ms	76	530 ms
243	3680 ms	187	2340 ms	131	1280 ms	75	520 ms
242	3650 ms	186	2320 ms	130	1260 ms	74	510 ms
241	3630 ms	185	2290 ms	129	1240 ms	73	500 ms
240	3600 ms	184	2270 ms	128	1230 ms	72	490 ms
239	3570 ms	183	2250 ms	127	1210 ms	71	480 ms
238	3550 ms	182	2230 ms	126	1200 ms	70	470 ms
237	3520 ms	181	2210 ms	125	1180 ms	69	460 ms
236	3500 ms	180	2190 ms	124	1160 ms	68	450 ms
235	3470 ms	179	2170 ms	123	1150 ms	67	440 ms
234	3440 ms	178	2150 ms	122	1130 ms	66	430 ms
233	3420 ms	177	2130 ms	121	1120 ms	65	420 ms
232	3390 ms	176	2110 ms	120	1100 ms	64	410 ms
231	3370 ms	175	2090 ms	119	1090 ms	63	400 ms
230	3340 ms	174	2070 ms	118	1070 ms	62	390 ms
229	3320 ms	173	2050 ms	117	1060 ms	60-61	380 ms
228	3290 ms	172	2020 ms	116	1040 ms	59	370 ms
227	3270 ms	171	2000 ms	115	1030 ms	58	360 ms
226	3240 ms	170	1980 ms	114	1010 ms	57	350 ms
225	3220 ms	169	1960 ms	113	1000 ms	56	340 ms
224	3190 ms	168	1950 ms	112	980 ms	54-55	330 ms
223	3170 ms	167	1930 ms	111	970 ms	53	320 ms
222	3140 ms	166	1910 ms	110	950 ms	52	310 ms
221	3120 ms	165	1890 ms	109	940 ms	51	300 ms
220	3100 ms	164	1870 ms	108	930 ms	49-50	290 ms
219	3070 ms	163	1850 ms	107	910 ms	48	280 ms
218	3050 ms	162	1830 ms	106	900 ms	47	270 ms
217	3020 ms	161	1810 ms	105	880 ms	45-46	260 ms
216	3000 ms	160	1790 ms	104	870 ms	44	250 ms
215	2970 ms	159	1770 ms	103	860 ms	42-43	240 ms
214	2950 ms	158	1750 ms	102	840 ms	41	230 ms
213	2930 ms	157	1730 ms	101	830 ms	39-40	220 ms
212	2900 ms	156	1710 ms	100	820 ms	37-38	210 ms
211	2880 ms	155	1700 ms	99	800 ms	35-36	200 ms
210	2860 ms	154	1680 ms	98	790 ms	34	190 ms
209	2830 ms	153	1660 ms	97	780 ms	32-33	180 ms
208	2810 ms	152	1640 ms	96	770 ms	30-31	170 ms
207	2790 ms	151	1620 ms	95	750 ms	27-29	160 ms
206	2760 ms	150	1600 ms	94	740 ms	25-26	150 ms
205	2740 ms	149	1590 ms	93	730 ms	22-24	140 ms
204	2720 ms	148	1570 ms	92	710 ms	19-21	130 ms
203	2690 ms	147	1550 ms	91	700 ms	16-18	120 ms
202	2670 ms	146	1530 ms	90	690 ms	11-15	110 ms
201	2650 ms	145	1510 ms	89	680 ms	5-10	100 ms
200	2620 ms	144	1500 ms	88	670 ms	0-4	No fade

Continue →

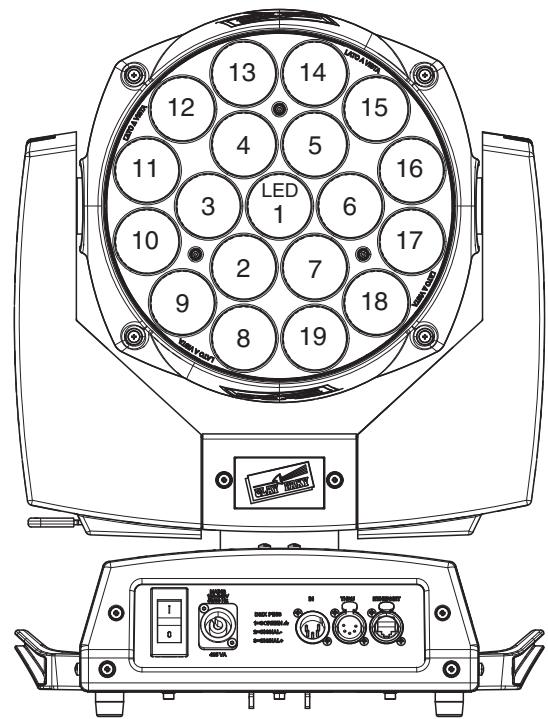
A.LEDA WASH K5

LED reference number for pixel mapping
TILT: channel 16 at 80%



A.LEDA WASH K10

LED reference number for pixel mapping
TILT: channel 16 at 80%



A.LEDA WASH K20

LED reference number for pixel mapping
TILT: channel 16 at 80%

